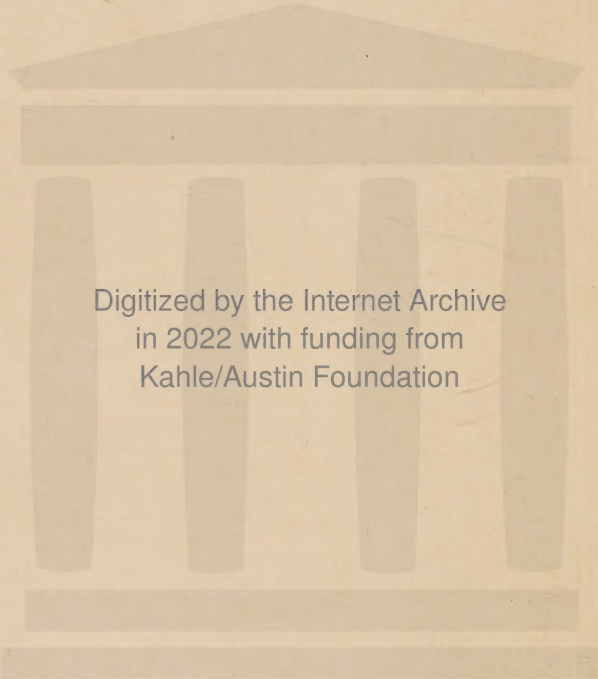


HOW TO PLAY PUNG CHOW



平洲公司

by
L. L. HARR



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HOW TO PLAY
PUNG-GHOW
THE GAME OF A HUNDRED
INTELLIGENCES

Also known as MAH-DIAO,
MAH-JONG, MAH-CHEUK,
MAH-JUCK and PE-LING

By L. L. HARR

Revised and Enlarged Edition



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TABLE OF CONTENTS

PART I

Playing Without a Limit

Introduction	6
Description of Tiles	9
Summary of the Game	11
Procedure of Play	12
East Wind	12
Building and Breaking the Wall.....	12
Drawing the Original Hand.....	14
Playing the Hand.....	14
To "Chow"	15
To "Pung"	16
Four of a Kind.....	19
Mah-Jong	23
Settling the Scores.....	24
Seasons and Flowers.....	26
Score Card	28
Scoring Values	29
Examples of Hands and How They Are Scored.....	32
Illustrations of Score Settling.....	45
Methods of Play.....	54
Playing with a Limit.....	54
Playing with Cleared Hands.....	55
Playing with Open Hands.....	56
The General Play of the Hand.....	57
Different Types of Original Hands.....	63
The "All-Heads" Hand.....	66
High Scoring Hands.....	68
Suit Conflict	71
The Play of Winds and Dragons.....	77
East Wind	81
Playing for a Draw	84
Illustrative Games	86

PART II

Playing with a Limit.....	106
Procedure of Play.....	107
Details of the Play.....	110
The Limit Hand.....	110
Washing the Tiles.....	111
Limit Hands	112
Scoring Values for Limit Hands.....	115
Explanation of Scoring Values.....	116
Doubling Honor Scores.....	117
Penalties	118
Examples of Winning Hands.....	121
Two and Three-Handed Games.....	126
Slang Terms	127
Table of Doubling Values.....	128

NOTE

MR. L. L. HARR'S skill in the game of Pung Chow has been acquired through more than twenty years of intimate contact with the business and official circles of cultured Chinese in Canton, Shanghai, Tientsin, Peking and other centers of China. Mr. Harr has enjoyed more opportunity to mingle in polite Chinese society than any other European or American resident I knew in China.

Mr. Harr, in consequence, was perhaps one of the first foreigners who learned the game from the best players in China. What is more, Mr. Harr's unusually keen appreciation and enthusiasm were largely instrumental in arousing the popularity of this extraordinarily fascinating Chinese game in the Western Hemisphere. To use a familiar American phrase, Mr. Harr was unquestionably one of the pioneers who put "PUNG CHOW" on the map west of Suez.

Mr. Harr has not only brought the game to America, but has written the first authoritative book on "Pung Chow," based on the best modern methods of Chinese play.

J. D. BUSH,

Professor of English Literature,
Peking National University,
Peking, China.

January, 1923.

INTRODUCTION

OUT of China has come this fascinating game with its lure of Oriental mysticism to whet jaded appetites and with possibilities for study that challenge the keenest intelligence.

There is a mysticism about the Oriental and his mode of life that challenges the imagination and induces a curiosity hard to decipher. The dress of the Chinese, their strange customs, their difficult language, and their apparently impenetrable mask-like faces appeal to the fancy and throw a veil of mystery around even the commonplace.

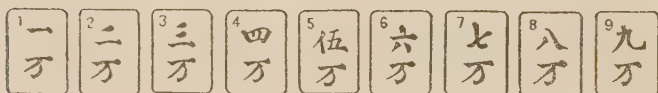
The origin of this game is lost in the mist of centuries past. There is, though, an oral tradition to the effect that it was originated in the Court of the King of Wu, now known as Ning-Po, during the year of 472 B. C. to entertain his consort and her court ladies and to help them while away the time which lay heavily on their hands. This was about the time of Confucius. It is, however, known to have been the royal game, restricted to the use of Emperors and their friends of the Mandarin class for two thousand years. To them it was known as Pe-Ling (pronounced Bah-Ling) taking its name from the "bird of a hundred intelligences," the lark-like creature sacred in the Chinese faith which now may be seen reproduced on most Chinese tapestries and embroideries. The penalty paid by one of any other class for playing Pe-Ling at that time was the loss of his head. Later—no one knows just when—the privilege of playing this wonder game was extended to the merchant or middle classes—and when, some 70 years ago—a social uprising threatened (The Taiping Rebellion), one of the

concessions granted to calm the unrest was the universal privilege of playing this game. In this way was caused the confusion of names for the game which exists even to-day in China; for, with the abolishing of Pe-Ling, each province applied their own name and pronunciation to the game, with the result that now we have from twelve to eighteen different names, by which the game is known. A few of these are Ma-Cheuk, Mah-Jong, Mah-Juck, Mah-Diao and Mah-Cheung.

Until the past year the game was practically unknown to Europeans and Americans. Even those residing in Shanghai, Peking, and other Treaty Ports in China knew very little of the playing of it, though the Chinese about them had been playing the game for years.

This was due to the tiles being marked with Chinese characters and also to the great variety of rules in the play of the game. Practically every Chinese club in the larger cities had their own set of rules, each different in many respects from the others. So it was that the great majority of foreigners (English, French, and German speaking peoples) had to wait until the game was translated, and the many different rules standardized, before they could learn "*The Game of a Hundred Intelligences*."

The fundamentals of the game are so simple that children of seven to ten years of age readily learn it, and require only practice to play easily. The science of Pung Chow, however, must in the greater part be studied by each individual player, and one may easily spend the remainder of his life in attaining past-mastery in its thousand-fold intricacies.



THE THIRTY-FOUR DIFFERENT TILES

With the eight Flowers and Seasons

DESCRIPTION OF TILES

THE game is played with 136 tiles, which are divided into four distinct and separate suits. These four suits are called the *Bamboo*, *Circle*, *Character* and *Honor* suits.

The first three of these suits score equally and are arranged in the same manner, that is, there are 36 tiles in each, numbering from one to nine, and there are four tiles of each numeral.

The fourth suit, known as the honor suit, is divided into three parts: the *Dragons*, the *Winds*, and the *Seasons* and *Flowers*. Of the *Dragons*, there are four each of three different colors, the Red, Green and White Dragons. The *Winds* are North, South, East and West, with four tiles alike for each. The *Seasons* and *Flowers* are 8 in number, but as they are seldom used,—and practically never by expert players,—they are discussed elsewhere in a separate section. (See page 26.)

From the accompanying illustration a player will see that there are four of every different tile in the set and that there are 34 different tiles.

In playing the game each player attempts to gather sets of these tiles, a set consisting of three (or four) of a kind, or three in sequence.

Three of a kind means three tiles of the same number and suit, such as three Six of Character, and not one Three of Character, one Three of Bamboo, and one Three of Circle.

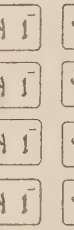
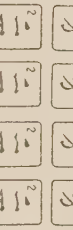
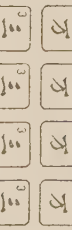
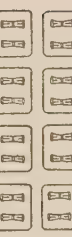
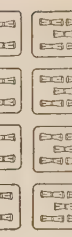
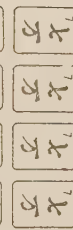
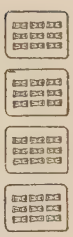
Similarly with four of a kind and three in sequence. Whenever tiles are put together to form a *set* they must be of the same suit.

BAMBOO

CIRCLE

CHARACTER

HONOR



THE COMPLETE SET OF TILES

SUMMARY OF THE GAME

PUNG CHOW is played by thoroughly shuffling all of the tiles face down in the middle of the table, and forming them in a double-tiered, hollow square, called the wall. This wall is then broken at some point determined by the dice and each player draws an original hand of 13 tiles. This he sets up before him so that no other player may see into it, and arranges into suits.

About two-thirds of the wall is left after the original hands have been drawn. This is broken down, one tile at a time, by each player drawing and discarding in turn.

Each player, by thus drawing and discarding, builds up and improves his hand by matching it into sets until, having four sets and a pair, he wins, having completed his hand. A set consists of three (or four) of a kind, or three in sequence.

Each of these sets has a scoring value ranging from 0 to 32 points; and certain sets or combinations of sets, known as Doubling Honors, permit the player holding them to double his total score one or more times.

By totaling up these scoring and doubling values the players count the value of their individual hands in points at the end of every game and settle accordingly.

A player may win with a score as low as twenty-two points, or he may collect from the other three players as much as 380,928 points. Just how large a score a player makes between these limits depends largely upon how well he has played his hand.

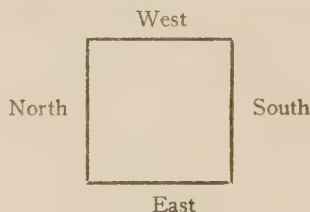
While there is a considerable element of luck in the draw, Pung Chow is essentially a game of skill, based on scientific principles, in which every play must be made with care.

PROCEDURE OF PLAY

East Wind

Position of the players for the first game is determined by a throw of two dice; all players throw once, the one throwing the highest number becoming first *East Wind*. In the event of a tie, players tying throw again. The player sitting opposite *East Wind* will be known as *West Wind*, to the right of *East Wind* as *South Wind*, and to the left of *East Wind*, as *North Wind*. The dice need only be thrown to determine *East Wind* for the first game of an evening's play, for if the player representing *East Wind* wins, or if the game is a draw, he remains *East Wind*. If he loses, the player to his right becomes *East Wind*, he in turn becoming *North Wind*.

East Wind is sometimes called *Banker*, for he must settle double when he loses, and receives double stakes when he wins.



Positions of Winds about Table

Note: The Chinese arrangement of the points of the compass here differs from that employed in geographical maps, because the observer is conceived of as looking *up* at the compass instead of *down*. If the accompanying diagram is held above the head and "North" turned to the north, all the other directions will be in their proper place.

Building and Breaking the Wall

Before building the wall the tiles must all be turned face down on the table and thoroughly shuffled. Then each



Fig. 1. A Side of the Wall

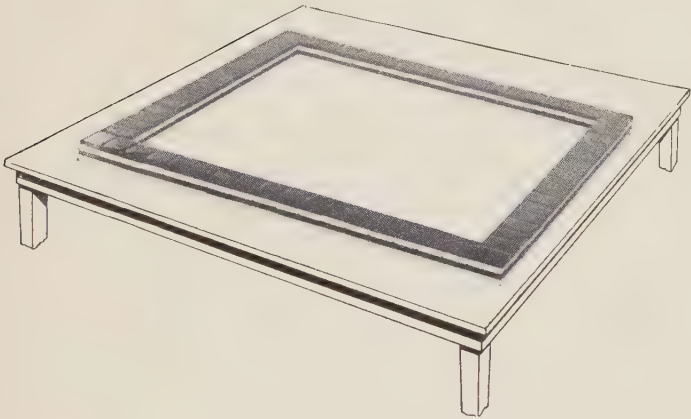


Fig. 2. The Completed Wall

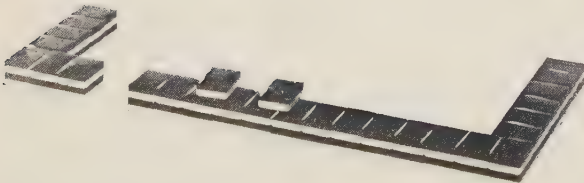


Fig. 3. The Wall Broken in Preparation for the Draw

The fourteenth tiles have been lifted out (counting clockwise from the right end). The draw will proceed in the same direction. The loose tiles are shown in correct position.

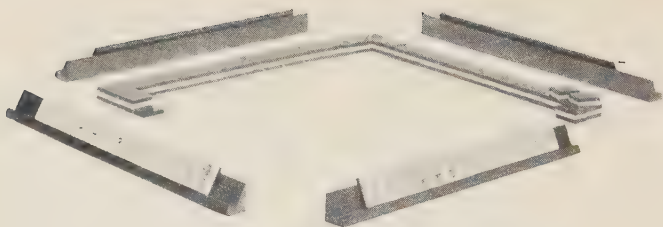


Fig. 4. The Wall after the Four Hands are Drawn

The "racks" are an important accessory of the game, greatly facilitating the handling of the tiles and preventing them from toppling over. They are also used in building the wall, being exactly 17 tiles in length and offering a straight edge against which the tiles can be stacked and then shoved forward into exact position.



Fig. 5. A "CHOW"

The player, holding a 4 and 5 of character has "chowed" the 6 of character discarded by the player on his left. The three tiles forming this sequence are then laid out on the table at the player's right. He then discards and remains with the usual thirteen tiles in his hand.

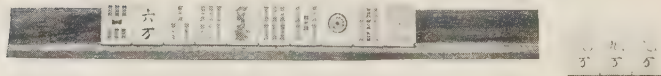


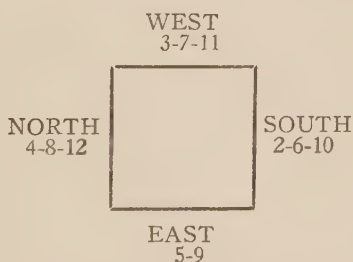
Fig. 6. A "PUNG"

The player, holding two 9-character tiles, has "punged" a third 9-character discarded by one of the other players (not necessarily the player on his left). The three tiles are then laid out on the table, the player discards, and the game proceeds.

player proceeds to build one side of the wall by taking 34 of the tiles at random, and arranging them side by side in a row 17 tiles long and 2 tiers high. (Figure 1, plate facing page 12).

Each player then moves his side of the wall forward, the four sides forming a hollow square. This represents a Chinese wall or fort common in the protection of cities. (Figure 2, plate facing page 12).

To find the point at which the wall is to be broken, *East Wind* always throws the dice. The number thrown will indicate the player who is to break the wall. The player is found by *East Wind* counting around the table *to the right*, starting with himself as "one," until he reaches the number thrown which will designate the player to break the wall.



In this illustration, if *East Wind* threw a "7," starting with himself as one, *South* would be 2, *West* 3, *North* 4, *East* 5, *South* 6, and *West* 7, designating *West* as the player to break the wall.

The player who has been designated to break the wall then throws the dice to determine the exact tile at which he shall break the wall, adding this throw to *East Wind's*. This

sum will indicate the tile at which the wall is to be broken, the player to break the wall counting off the tiles from the right end of his own side, i.e., if 14 is the sum of the two throws, the wall will be broken by lifting out the 14th tile from the right *counting toward the left*; this tile with the one under it are placed on the top of the wall to the right of where it was broken. These two are called loose tiles and they mark the end of the wall. (Figure 3, plate facing page 12).

Drawing the Original Hand

Each player then draws the 13 tiles which go to make up his original hand. *East Wind* starts the drawing by taking the first four tiles (2 blocks of 2 each) at the beginning of the wall, the player on his right the next four and so on around the table three times which will give each player 12 tiles. Then one tile apiece is drawn in regular order giving every player 13 tiles, except *East Wind* who draws an extra tile as he must make the first discard.

Playing the Hand

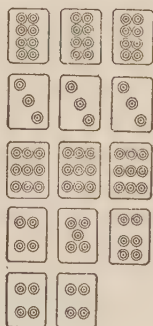
When the hands have been arranged, *East Wind* starts the play by discarding any tile in his hand, face up, in the center of the table. The play then goes to the right, it becoming the turn of *South Wind* to draw the next tile in the wall and discard any one he may choose. *West Wind* then draws and discards, and so on around the table, constantly in a counter-clockwise direction.

The players during this drawing and discarding are gradually improving their hands, and matching them into four sets and an extra tile, a set being *three of a kind*, *four of a kind*, or *three in a sequence*.



Three of a kind Examples of Three in Sequence
Four of a kind

When a player accomplishes this, he has only to match the extra tile forming a *pair*, thus completing his hand, having four complete sets and a pair. He announces "*Mah-Jong*" wins, the game is over, the scores are settled and the wall built up for the next game.



THREE COMPLETED HANDS

As completing a hand entirely by draw from the wall would be a difficult task, the players are permitted to make use of any discard, *as it is discarded*, provided at the time of discard they have the required tiles already in their hand, as explained below in "*Chow*" and "*Pung*."

To Chow

A player having two tiles in his hand which, together with the tile just discarded by the player before him (to his-left), would form a sequence or run of three, may by announcing "*Chow*" pick up the discard, add it to the two in his hand, and place the three in sequence face up on the table to the right of his hand. This appropriating of a discard takes the place of the player's draw from the wall. He must then discard and the play goes on in the usual manner.

For example: If one has a 5 and 6 of *character* and the player preceding him discards either a 4 or a 7 of *character*, he may "*Chow*" the tile, and discard; or ignore it and draw from the wall in the usual way, as he may prefer. (See figure 5, plate facing page 13).

The main point to be remembered in "*Chowing*" is that a player may "*Chow*" *only in his regular turn*, i. e., he may "*Chow*" only tiles discarded by the player to his left and then *only when he has the other two tiles in his hand* to form the sequence. Sequences can only be built up in sets of three.

To Pung

A player may also appropriate another player's discard to fill a set of three of a kind or four of a kind by announcing "*Pung*." In order to do this, the player must have *a pair or three of a kind in his hand* to match with the discard, thus completing three or four of a kind, which he places, as in the case of a "*Chow*," to the right of his hand, face up on the table. For example: A player having a pair or three fives of the character suit, may *pung* when another player discards a five character, expose his set and discard, the play going on in the regular direction from him. (See figure 6, plate facing page 13).

It is not necessary for it to be the player's turn to draw in order to "*Pung*" as it is in the case of a "*Chow*." A player having a pair similar to a tile discarded, may announce "*Pung*" and appropriate the tile, *regardless of who discarded it and of whose turn it is to draw*. Also after a player "*Pungs*" and discards, the play goes on from him to the right. It will be seen that due to *punging* one or even two players may lose their turn.

The rules applying to the "*Chow*" and "*Pung*" are as follows:

1. All tiles must be "*punged*" or "*chowed*" as they are discarded; for a tile discarded by a player and allowed to remain in discard after the next player discards becomes "*dead*" and cannot be used during the rest of the game.
2. It has been stated that a tile cannot be "*punged*" unless it makes up three or four of a kind. This is true with one exception. When a tile will complete a player's hand allowing him to "*Mah-Jong*," the tile may be *punged*. Example: A player with four sets and an odd tile may *pung* a tile which matches his odd one. The rule is that *a player may at any time pung or chow, regardless of turn, a discard which will complete his hand and allow him to Mah-Jong*.
3. The denomination and suit of each tile must be announced as it is discarded, a player discarding a 3 of *character*, announcing 3 *character*, to prevent confusion of a player who may be studying his hand. This is more of a courtesy than a rule.
4. A "*Pung*" has precedence over a "*Chow*" and if one

player can pung the same discard that another player can chow, the former has the right to appropriate the tile.

5. If a player can pung a discard which will complete his *hand* and another player can pung the same discard to complete a *set*, the former has the right to take the discard.
6. If two players can pung or chow, or one can pung and the other chow, the same tile to complete their hands, the precedence is given to the player nearest to the discarder in the counter-clockwise order of play.

FOUR OF A KIND

A set made up of a pair and a punged discard must be "exposed" by setting it out face up on the table to the right of the player's tiles, first, to show to the other players that he had the required pair, which gave him the right to appropriate the discard, and secondly, to separate the set from those completed entirely by draw from the wall. Sets completed by help of an appropriated (punged) discard have only one-half the scoring value of the same sets completed by draw from the wall and kept in the hand.

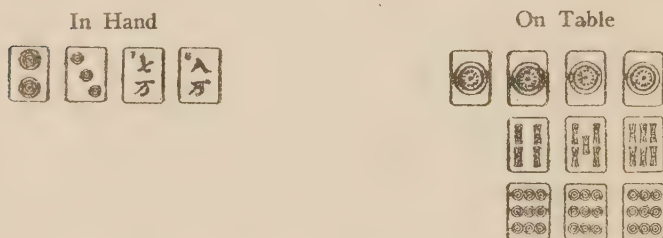
Thus there are many advantages in drawing the third tile to complete a set of three of a kind rather than "punging" the same, for in the former case the set has twice as much scoring value, they are kept concealed in the hand, and the opponents can only guess as to how nearly complete a concealed hand may be. A concealed set is counted as one of the four sets required to win, just as an exposed set would be, and a player having a set of three of a kind concealed has very good chances of securing the fourth tile and thus forming four of a kind which counts a great deal more.

A player may complete a set of four of a kind either by draw from the wall or "punging" an opponent's discard, if he has three of a kind *already in his hand*. In *either* case he must place the completed set on the table to the right of his tiles; all four face up if he "punged" the fourth, the two end tiles face down if he has *drawn* the fourth.

The player must immediately draw a "*loose tile*" (one of the two tiles on top of and marking the end of the wall). Usually the one farthest from the end is taken, the one on

the end moved up, and replaced by a tile from the end of the wall itself.

The "loose tile" is drawn because every time a player completes a set of four of a kind, he causes the rest of his hand to be one tile short. This must be made up every time four of a kind is filled, by an extra tile drawn from the "loose" tiles.



FOUR OF A KIND COMPLETED BY A PUNG

In this illustration the player had three ones of circles in his hand when one of the opponents discarded the fourth one circle. This player "punged" it, matched the four of a kind, exposed them, drew a "loose tile" and discarded.



FOUR OF A KIND COMPLETED BY A DRAW

In this illustration the player had three ones of circles in his hand and drew the fourth in his regular turn to draw. This set must be exposed in order to draw the "loose tile." Therefore, the end tiles are turned down to show that in counting the score the set is counted as if it were held in the hand.

In Hand



On Table



In this illustration the player has one set of 3 ones of circles punged and completed, and is now trying to match up the rest of his hand. If another player discards a one of circles he cannot pung it but must let it go by. However, if he draws the fourth one of circles himself, he may add it to his set of 3, draw a loose tile and discard as usual. The rule in the case of four of a kind is as follows:

In any set which a player may have exposed on the table there must not be more than one punged tile.

A player having three of a kind in his hand may *pung* the fourth when it is discarded, or having three of a kind on the table and drawing the fourth may add it to his three exposed tiles. The rule, however, bars him from appropriating some one else's discard to make a fourth for an exposed set of three of a kind because in order to appropriate this discard he would have to pung it. This he has not the privilege of doing, because he already must have one "*punged*" tile in his exposed set or it would not be exposed.

Appropriating a discard to complete a set of four of a kind is called "*konging*" in China, and one may announce "*kong*" in place of "*pung*", if he prefers, when filling a set of four of a kind.

A player may, if he prefers, refrain temporarily from exposing four of a kind and thus retain the option of using the fourth tile of this set to complete a sequence. For example, a player holds four sevens, an eight, and a nine of Bamboo. If he exposes the four sevens on the table, there is no possibility of completing a sequence with the eight and nine. But by retaining all six of these tiles in his hand the player has two completed sets—namely, three sevens of Bamboo, and a sequence of 7-8-9 Bamboo. If, however, one of the opponents announces mah-jong, the player holding

the undeclared four sevens in his hand cannot count them as four of a kind, but must score them as a concealed three of a kind.

Similarly, a player holding three sevens and punging a fourth seven need expose only a set of three, retaining the fourth in his hand, for possible use in completing a sequence. At any later draw, however, he may add this tile to the set of three on the table, thus securing his count for a four of a kind, and making the customary loose-tile draw. If, however, an opponent announces mah-jong, the single tile still in hand cannot be scored as a part of the set exposed on the table.

A player may expose a set of four, or add a fourth to a set of three already on the table, only after his regular draw from the wall, and not when he pungs or chows.

MAH-JONG

As has been mentioned before when a player has matched his hand into four (4) sets and by a draw or a pung has mated the final pair he wins and announces "*Mah-Jong*" or "*Mah-Diao*" (dee-o), either being correct and in common usage, the latter being the most logical because of its English translation "mating the pair." A player must at all times during the game have thirteen (13) tiles, his draw every round momentarily giving him fourteen (14), his discard leaving him thirteen (13). Then for every four of a kind that he fills he should have an extra tile in his hand on account of the extra loose-tile draw.

Thus one is able at any time during the game to check his hand and ascertain whether or not he has the correct number of tiles in it. If he has no sets of four of a kind he should have thirteen tiles in his hand. If he has one set of four of a kind he should have fourteen tiles in his hand, two sets of four of kind 15 tiles, and so on.

If, at any time during the game, a player has an incorrect number of tiles in his hand, it becomes "dead." He must continue drawing and discarding, but when the scores are settled his score does not count and therefore he must pay all players. His only chance lies in endeavoring to prevent the other players from completing their hands, by holding the tiles which he believes they need, and thus causing a drawn game.

SETTLING THE SCORES

When the first player to complete his hand calls "*Mah-Jong*" the game is ended, and all players expose their hands and count up their scores. The winner of the game collects full value of his score from each of the other players regardless of what their scores may be.

The remaining three players then settle among themselves the *difference* of their scores, the high hand of the three collecting the difference between his score and each of the remaining two players. This leaves the remaining two to settle their scores, the higher hand collecting the difference from the lower.

It must be remembered here that East Wind (or banker) pays or collects double, if he loses or wins.

For example, suppose North Wind wins with a score of two hundred points, and the others score as follows:

South Wind.....	One Hundred (100)
West Wind.....	Fifty (50)
East Wind.....	No Score (0)

North, winning, collects his full score from South and West, but from East he collects his score doubled, or four hundred points.

South Wind has the next highest hand. He collects from West the difference between their scores, which is 50 points; and from East twice the difference in their scores—200 points—since East always wins or loses double. He then leaves the remaining two to settle, which they do by East Wind giving West Wind one hundred points, the difference in their respective scores doubled.

Scores are most conveniently settled by the use of the counters which are furnished with the sets. These are flat, narrow strips of bone spotted to denote different denominations, and at the end of every hand the differences in scores are settled between players by the exchange of these counters. There are several styles of counter sets. The one in most common use contains counters valued as follows:

	Points
1 Gold dot	1,000
5 Black dots	500
1 Black dot	100
10 Red dots	10
2 Red dots	2

Some sets of counters are marked and valued thus:

	Points
12 Dots (6 Black—6 Red)	500
2 Red dots	100
8 Red dots	10
4 Dots (3 Black—1 Red)	2

The foregoing values are known as Heaven, Earth, Man, and Woman in the order given.

Another type of counters is marked and valued thus:

	Points
5 Red dots	500
1 Red dot	100
10 Black dots	10
2 Black dots	2

SEASONS AND FLOWERS

In every set there are eight colorful tiles called the “Seasons” and “Flowers.” Four of these tiles represent the four *Seasons*—Spring, Summer, Autumn, Winter, and are marked with *red* Chinese characters to distinguish them from the other four tiles representing the *Flowers*—Plum, Lily, Bamboo, Chrysanthemum, which are marked with *green* Chinese characters.

In the same manner that the red and green characters distinguish the *Seasons* from the *Flowers*, the *Seasons* are also marked E. W. N. S., or 1, 2, 3, 4, to distinguish one Season from another, and the *Flowers* have the same distinguishing marks. The following summarizes these facts:

<i>Flower</i>	<i>Season</i>	<i>Number</i>	<i>Wind</i>
Plum	Spring	1	East
Lily	Summer	2	South
Bamboo	Autumn	3	West
Chrysanthemum	Winter	4	North

In using the *Seasons* and *Flowers*, each Wind is represented by a certain Season and a certain Flower according to the table above, and players drawing the *Flowers* and *Seasons* score them thus:

Any Season or Flower scores four points for the player drawing it.

For Flower of a player's own Wind—Double score once.

For Season of a player's own Wind—Double score once.

For both the above—Double score two times.

For complete set of four Flowers—Double score three times.

For complete set of four Seasons—Double score three times.

A player doubling three times for a complete set of four Flowers or Seasons, is not permitted an additional double

for the Flower or Season of his own Wind included in the set.

Seasons and *Flowers* are treated as "extra tiles" in the hand, and must be exposed as they are drawn,—that is, set face up on the table to the right of the player, and every time that a *Season* or *Flower* is thus drawn and exposed, a loose tile must be drawn before the usual discard is made.

For example, a player finds two *Flowers* and one *Season* in his hand on the original draw from the wall. As soon as his turn to play comes, he must expose these three tiles and draw three loose tiles to replace them, and go on with the play.

If later in the game he draws another he must lay it with the original three set out, draw another loose tile, and proceed as before. Then, at the end of the game, in counting his score he counts whatever doubling values his collection of *Seasons* and *Flowers* gives him, and doubles his score accordingly.

There can be no Punging or Chowling of *Flowers* or *Seasons*, as they are never discarded, and do not enter into the play of the hand.

SCORE CARD

For Hands Played Without a Limit

Bonus Scores (for Winning Hand Only)

For Mah-Jong	20 points
For no sequences in hand or on table.....	10 points
For no other score than Mah-Jong in hand or on table	10 points
For winning on a draw from the loose tiles.....	10 points
For drawing the winning piece.....	2 points
For filling the only place to win.....	2 points

Combination Scores (for All Hands)

	On Table (Exposed)	In Hand (Concealed)
For 3 of a kind of twos, threes, fours, fives, sixes, sevens or eights.....	2 points	4 points
For 3 of a kind of ones, nines, winds or dragons.....	4 points	8 points
For 4 of a kind of twos, threes, fours, fives, sixes, sevens or eights.....	8 points	16 points
For 4 of a kind of ones, nines, winds or dragons.....	16 points	32 points
For a pair of any dragon or the player's own wind.....	2 points	2 points

Doubling Honors (for All Hands)

For three (or four) green dragons, double total score once.	
For three (or four) red dragons, double total score once.	
For three (or four) white dragons, double total score once.	
For three (or four) of own wind, double total score once.	
For having all of one suit, with honor pieces, double total score once.	
For all of one suit, double total score 3 times.	
For all honor pieces, double total score 3 times.	
For "All-Heads" (see page 66). double total score once.	
For winning on original hand as drawn from the wall, double total score 3 times.	

SCORING VALUES

It will be seen at a glance that the scoring values are divided into three parts. First, the bonus scores which apply only to the winner's hand; secondly, the combination scores which apply to all four hands; finally, the doubling honors which apply to all four hands. In settling the scores the winner starts with twenty (20) points for "*Mah-Jong*" and goes down the list scoring ten points if he has no sequence in his hand, and so on through the bonus scores, adding to these whatever scores he obtains from combinations in his hand or on the table, and doubling this total as many times as he has doubling honors.

In the bonus scores for the winning hand only there are six items:

1. "*Mah-Jong*" which gives 20 points for completing the hand.

2. *No sequence in hand or on table.* This is a bonus of 10 points given to a player if he wins with a hand which contains only sets of three (or four) of a kind.

3. *Drawing the winning piece.* This is a bonus of 2 points given to the winning player if he *draws* the tile which completes his hand from the wall. Of course *punging* or *chowing* the winning tile will forfeit this bonus.

4. *Filling the only place to win.* This is a bonus of 2 points to the winning player whose hand is so made up that it can be completed by only one particular tile, and who then secures this tile. Three situations of this sort may arise.

A—Pairing An Odd Tile

The player has completed *four* sets of three of a kind or sequences and there remains in his hand only one odd tile—let us say, for example, a Green Dragon. Obviously the only tile that will complete his hand is another Green Dragon, to make a pair. If he secures this tile—either by draw or pung—he has “filled the only place to win” and scores the bonus of two points.

On the other hand, a player, who has completed *three* sets or sequences, will still have four unmatched tiles in his hand. If these tiles consist of two pairs—let us say, two Green Dragons and two Red Dragons—he can complete his hand by securing either a third Red Dragon or a third Green Dragon. In other words, there are two ways of completing this hand, and the player in completing it does not receive the bonus for filling the only place to win.

B—Filling the Middle of a Sequence

In case a player's hand is matched up to the extent of three sets and a pair, so that he requires only a fourth set of three for Mah-jong, he may hold two of a sequence—let us say the *four* and *five* of Bamboo. Either a *three* or *six* of Bamboo will complete this sequence for Mah-jong. Hence there can be no bonus for filling the only place to win. But if the player holds the *four* and *six* of Bamboo, then only one tile can complete this sequence, the *five* of Bamboo, and the player securing it and thus going Mah-jong, scores the above bonus.

C—Completing a Terminal Sequence

Similarly, if a player holds two terminal tiles of a suit in sequence—for example the *eight* and *nine* of Bamboo—obviously, there is only one tile that will complete such a sequence, namely the *seven* of Bamboo. By securing this tile, the winning player has filled the only place to win and scores the bonus. The situation is the same if he holds the *one* and *two* of a suit and secures the *three*.

Note. The “only place to win” is always considered *theoretically* and not with regard to the *actualities* of the particular game in question. For example, a player holding a *five* and *six* of Bamboo for a sequence may observe that all four *sevens* of Bamboo are in the discard or have been punged by another player, so that they are unavailable. In this case the sequence can be filled only at one end—namely, with a *four* of Bamboo—but while actually there is here only one place to win, the bonus cannot be claimed, for the sequence theoretically can be filled at either end.

5. *Winning on the draw of a loose tile.* This is a rare occurrence. A player, whose hand is almost completed,

may have to expose four of a kind, or add a fourth tile to a set of three already laid out. He must then make the customary loose-tile draw. If his hand at this juncture requires only one tile to complete it for Mah-Jong, and the draw of the loose-tile proves to be this tile, completing his hand, he scores a bonus of ten points.

An expert player will sometimes deliberately delay exposing four of a kind concealed in his hand until he is within one tile of going Mah-jong. He will then expose the set of four and make his loose-tile draw in the hope of securing this bonus by a lucky draw of the tile needed to complete the hand.

6. *No other score than "Mah-Jong" in hand or on table.* This is a bonus of ten points given to the winning player having only 20 points for "*Mah-Jong*" as his score, and is a hand made up of four sequences and a pair in which there is no score, a sequence having no scoring value whatsoever.

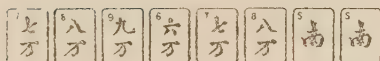
In the combination scores, exposed sets are those on the table face up to the right of the player; concealed sets are those which are in his hand at the time of winning. As will be seen by the score card, concealed sets having been made up by the player without the assistance of a pung or chow score twice as much as the same set would if it were on the table. Sets of ones, nines, winds or dragons score twice as much as sets of twos, threes, fours, fives, sixes, sevens and eights.

As for the doubling honors, each set or combination doubles the total score once, and if there are five *doubling honors* in a hand, the total score should be doubled five times—for example: a player goes *Mah-Jong* or *Mah-Diao* having 32 points in bonus scores, 18 in combination scores, making his total score 50. Then if he has five *doubling honors* his final score is 1,600 points, i. e., 50-100-200-400-800-1,600.

EXAMPLE OF HANDS AND HOW THEY ARE SCORED

Hand 1

In Hand*



On Table*



Punged to complete hand

For **Mah-Jong** 20

For Three 2 of circles..... 2

22 Total Score

No doubling honors:

22 Final Score

In this hand the player punged the 2 of Circles which completed his hand; 20 for *Mah-Jong* is the only bonus score he has because: 1. He has sequences. 2. He did not draw the winning piece. 3. He did not fill the only place to win. 4. He has other score than *Mah-Jong*. 5. He did not win on a loose tile draw. In combination value, he has only two points for the set of three 2 of circles, the sets of sequences helping complete the hand, but scoring nothing. There are no doubling honors in the hand so the final score is 22. This is the lowest winning hand that can be scored.

*In the following pages these terms "In Hand" and "On Table" are omitted. From the position of the titles at left and at right of page the reader is to understand that they are in hand and on table, respectively.

Hand 2



Chowed to complete hand

Mah-Jong 20

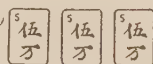
No other scores in hand or on
table 10

30 Total Score

No combination scores or doubling
honors 30 Final Score

Hand 3

Drew to complete hand



Mah-Jong 20

No sequence 10

Filling only place to win 2

Drawing winning piece 2

34

3 ones concealed 8

3 threes concealed 4

3 fives exposed 2

3 fours exposed 2

2 dragons 2

52 Total Score

No doubling honors. 52 Final Score

Hand 4

Drew



Mah-Jong	20
No sequence	10
Drawing winning piece.....	2

32

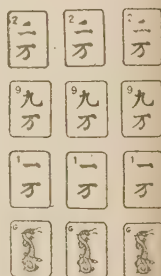
3 sixes (concealed)	4
3 twos (exposed)	2
3 dragons (exposed)	4
3 threes (exposed)	2

44 Total Score

Double once for red dragons..... 88 Final Score

Hand 5

Drew



Mah-Jong	20
No sequence	10
Drawing winning piece	2
Filling only place to win.....	2

34

3 twos (exposed)	2
3 nines (exposed)	4
3 ones (exposed)	4
3 dragons (exposed)	4

48 Total Score

Double once for green dragons..... 96

Double once for all one suit with
winds or dragons192 Final Score

Hand 6

Drew ♠



Mah-Jong	20
No sequence	10
Drawing winning piece.....	2
Filling only place to win.....	2



	34
4 nines (concealed)	32
3 sevens (exposed)	2
3 fours (concealed)	4
3 ones (concealed)	8

80 Total Score

160

Double three times for 320

all of one suit640 Final Score



Hand 7



Mah-Jong	20
No sequence	10



	30
4 dragons (concealed)	32
4 winds (exposed)	16
3 dragons (exposed)	4
3 dragons (exposed).....	4



Punged ♠

86 Total Score

172

Double three times for all 344

of one suit (honor suit) 688

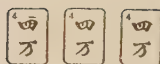
Double once for red dragons1376

Double once for white dragons2752

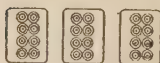
Double once for green dragons5504 Final Score

If this hand is held by the East Wind he doubles again for having a set of his own wind, making his score 11,008. Collecting double when he wins makes his total 22,016 from each of the other three players or 66,048 in all.

Hand 8



Mah-Jong	20
No sequence	10
	<hr/>
	30
3 dragons (exposed)	4
3 fours (exposed)	2
3 eights (exposed)	2
3 dragons (concealed)	8

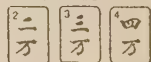


Punged ♠

	46	Total Score
Double once for white dragons.....	92	
Double once for green dragons.....	184	Final Score

If player is East Wind, he collects double, or 368 from each player. If any other Wind, he collects 368 from East Wind and 184 from the other two players.

Hand 9



Mah-Jong	20
No other score in hand or on table..	10

♠ Chowd

	<hr/>	30	Total Score
		60	
Double three times for all		120	
of one suit		240	Final Score

Note: In this hand the player did not even fill the only place to win as a 6 character would have completed the hand also.

If player is East Wind, he collects 480 from each of the other three players. If any other Wind, he collects 480 from East Wind and 240 from the other two players.

Hand 10

Loose-tile draw ♠



Mah-Jong	20
No sequence	10
Winning on loose-tile draw.....	10
Drawing winning piece.....	2
Filling only place to win.....	2



	44
4 nines (exposed)	16
4 ones (concealed)	32
4 dragons (exposed)	16
4 dragons (exposed)	16

124 Total Score

Double once for red dragons.....248

Double once for green dragons.....496 Final Score

Drew ♠

Hand 11



Mah-Jong	20
No sequence	10
Drawing winning piece	2

32

3 winds (concealed)	8
3 dragons (concealed)	8
3 twos (concealed)	4
3 nines (concealed)	8

60 Total Score

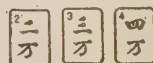
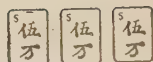
Double once for all one suit with
winds or dragons120

Double once for red dragons.....240

Double once for own wind.....480 Final Score

This illustration assumes player to be North Wind. This player collects double, or 960, from East Wind and 480 each from South and West Winds.

Hand 12



Mah-Jong 20

20

3 fives (exposed) 2

3 winds (exposed) 4

2 dragons 2

Chowed

28 Total Score

Double once for all one suit with
winds or dragons..... 56 Final Score

Hand 13

PLAYER IS EAST WIND



Mah-Jong 20

No sequence 10

30

3 winds (exposed) 4

3 ones (exposed) 4

3 fours (exposed) 2

3 dragons (concealed)..... 8

Punged

48 Total Score

Double once for all one suit with
winds or dragons 96

Double once for red dragons.....192

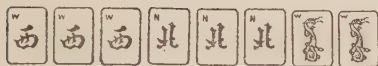
Double once for own wind.....384 Final Score

East Wind collects double the final score, or 768 points, from each player.

Hand 14

PLAYER IS WEST WIND

Drew



Mah-Jong	20
No sequence	10
Drawing winning piece	2

	32
3 winds (concealed)	8
3 winds (concealed)	8
4 winds (concealed)	32
3 winds (exposed)	4
2 dragons	2

	86 Total Score
	172
Double three times for all	344
of one suit (honor suit)	688
Double once for own wind.....	1376 Final Score

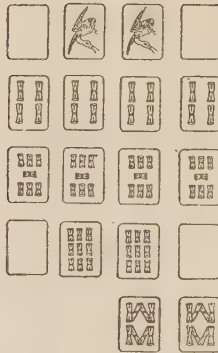
Collects 2752 from East Wind and 1376 each from North and South Winds.

This is a comparatively low-scoring hand for a completed all-honor hand. It is unusual in that it does not contain a single set of dragons, which would permit of additional doubles.

Compare this hand with the all-honor hand (Hand 20) shown on a following page.

Hand 15

PLAYER IS EAST WIND



Punged ♠

Mah-Jongg	20
No sequence	10
Filling only place to win	2

	32
4 ones (concealed)	32
4 nines (concealed)	32
4 fours (exposed)	8
4 sevens (exposed)	8

	112	Total Score
	224	
Double three times for all	448	
of one suit	896	Final Score

East Wind collects double the final score, or 1792 points, from each player.

Hand 16

PLAYER IS EAST WIND



It is assumed in this case that the hand, as shown, was found to be complete on being drawn from the wall.

Mah-Jong	20	
		20
3 fours (concealed)	4	
3 dragons (concealed)	8	
		32 Total Score
		64
		128

Double 3 times for winning on original draw	256	
Double once for red dragons	512	Final Score

East Wind collects double the final score, or 1024 points, from each player.

Hand 17

PLAYER IS SOUTH WIND

Drew

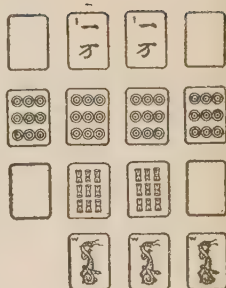


Mah-Jong	20	
Drawing winning piece	2	
Filling only place to win	2	
		24
3 ones (concealed)	8	
3 fours (concealed)	4	
4 winds (concealed)	32	
2 of own wind	2	
		70 Total Score
Double once for all one suit with winds or dragons	140	Final Score

Collects double, or 280, from East wind; 140 from North and West respectively.

Hand 18

PLAYER IS NORTH WIND



Mah-Jong	20
No sequence	10
	30
4 ones (concealed)	32
4 nines (exposed)	16
4 nines (concealed)	32
3 dragons (exposed)	4

Punged 1

114 Total Score

Double once for white dragons.... 228 Final Score

Collects double, or 456, from East Wind, 228 from West and South winds respectively.

Hand 19

PLAYER IS WEST WIND



Mah-Jong	20
	20
3 winds (concealed)	8
3 dragons (exposed)	4

Chowed 1

32 Total Score

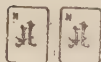
Double once for all one suit with winds or dragons 64
 Double once for white dragons.... 128
 Double once for own wind 256 Final Score

Collects 512 from East wind, 256 from North and South, respectively.

Hand 20

PLAYER IS EAST WIND

Loose-tile draw ♠



Mah-Jong	20
No sequence	10
Winning on loose-tile draw	10
Drawing winning piece	2
Filling only place to win.....	2

	44
4 dragons (concealed)	32
4 dragons (concealed)	32
4 dragons (concealed)	32
4 winds (concealed)	32

172 Total Score

344

Double 3 times for all of one suit 688

(honor suit)1376

Double once for green dragons.... 2752

Double once for white dragons.... 5504

Double once for red dragons.....11008

Double once for own wind22016 Final Score

East wind collects twice this amount from the other three players, making a total of 132,096 points that East may win in one hand. This is the highest hand which is probable. There is a hand composed of sets of 3 of a kind, similar to this, which, if drawn on the original draw, will yield more points than this, but it is highly improbable that the hand will ever actually be drawn by any player.

A hand showing how the Seasons and Flowers score, when used, in addition to the usual scores.

Hand 21

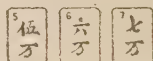
PLAYER IS SOUTH WIND



♠ Loose-tile draw



For Mah-Jong	20
For drawing the winning piece.....	2
For winning on loose-tile draw....	10
For filling only place to win.....	2



34 Bonus Score

For 3 threes (concealed).....	4
For 3 nines (exposed)	4
For 5 Seasons and Flowers	20

62 Total Score

	124
For all one suit double total	248
score three times	496
For a complete set of the four	992
Seasons double total score	1984
three times	3968
For Flower of own wind double	
once	7936 Final Score


This hand illustrates the high scores which result when the Seasons and Flowers are introduced into the game.

It should be noted that the three doubles which South Wind here receives for completing a set of four Seasons includes the usual single double for holding the Season of his own Wind. Also note that, while classified as Honor pieces, the Seasons and Flowers do not interfere with South Wind's three doubles for all one suit.

ILLUSTRATIONS OF SCORE SETTling

In the four layouts following, the illustrations represent all the hands together as they are laid down after one of the players wins. They serve to clear up settling of the scores and also bring out important points in the playing of the hands. In each case the score of the four players is given in total and practice in the calculating of scores can be obtained by beginners by scoring these hands and comparing their results with the given scores.

GAME 1.

	West Wind 272	
North Wind 16		South Wind 64
	East Wind 480	

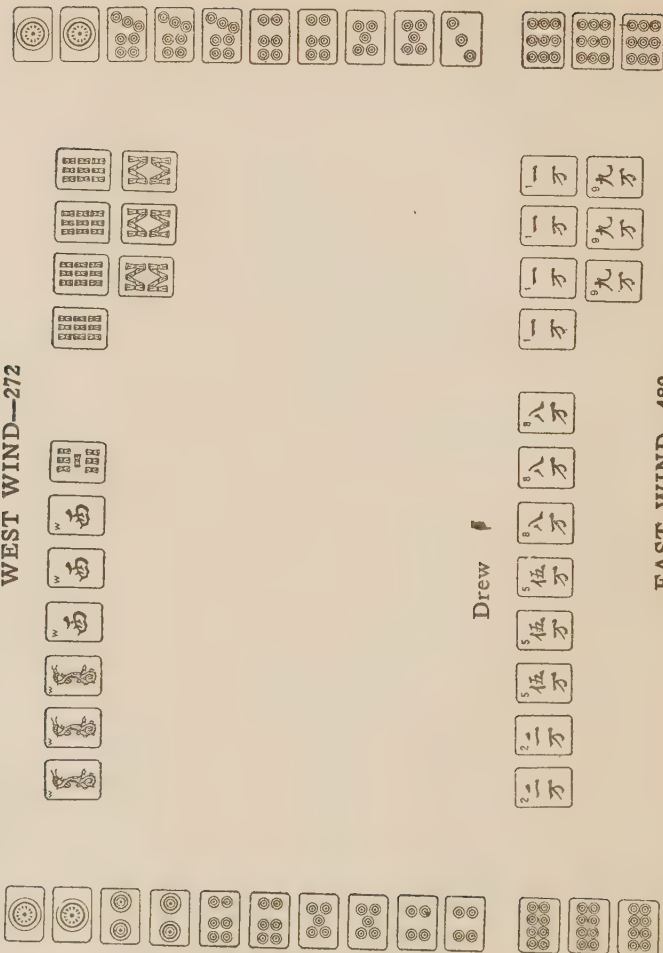
East Wind "Mah-Jonged" with a total score of 480 points. He collects double this amount from each of the other three winds because he is East Wind, and winning, collects double. This makes 960 from each player or a total of 2880. He then throws his hand into the discard and the other three players settle, the high hand collecting the difference between his hand and the remaining two. In the illustration, West Wind is the high hand and he collects 208 from South Wind and 256 from North Wind, the difference between his hand and those of South and North Winds, respectively. He then discards his hand and leaves

NORTH WIND—16

46

EAST WIND—480

Drew

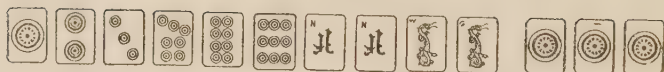


the South and North Winds to settle. They do this by South Wind collecting 48 points from North; both discard their tiles, and the scores are settled. It might be best here to analyze the above layout to see how the play went. East Wind's hand appeared harmless enough because he had most of it concealed, only exposing two sets. On this account, none of the other opponents would have hesitated about discarding an eight of Character, which East Wind himself eventually drew to complete his hand. North and South Winds having poor hands themselves might have held the eight of Character and not have taken a chance on it "putting him out" if they had been warned how near he was to winning. West Wind had an exceptionally fine hand with the best part of it concealed, and he won back from North and South Winds more than half of his payment to East, the winner.

North and South Winds fell in a conflict of suits, one of the most frequent occurrences of the game and one which spoils a great many otherwise good hands. They were both attempting to complete "all circles" hands and each has two conflicting pairs, namely, 5 and 6 of circles. Either of them to win can only have one pair in his hand, and each was blocking the other from any chance of winning.

When two players play for the same suit, it is best for both to give up any idea of obtaining all of one suit, and fill in the hand with one or two sets of winds or dragons. Very often one can get three doubles in this way when it would be impossible to complete a hand of all one suit.

SOUTH WIND—8



WEST WIND—2560



EAST WIND—4



NORTH WIND—22
GAME 2.

Chowed

GAME 2.

North Wind Mah-Jongs with 22 points as his total score. He collects 22 points apiece from North Wind and South Wind. East, however, must pay him double or 44, being banker and losing. This gives North Wind a total of 88. The other three then settle: West Wind with a total of 2560 collects the difference between his hand and East Wind's which is 2556, doubled, because East Wind must pay double when he loses. This gives West Wind 5112 from East Wind, and just the difference in their hands from South Wind, which is 2552. Then South Wind in settling with East Wind collects the difference, 4, doubled, or 8.

This layout demonstrates the point that it is not always necessary to Mah-Jong in order to win the highest number of points. North Wind "Mah-Jonged" and collected only 88 points, whereas West Wind collected a total of 7664 points. What evidently took place in this hand is as follows: West Wind was exceptionally fortunate in the draw and soon had three sets of winds and dragons exposed, or on the table. The other three players seeing in this a dangerous hand, "ran for cover," this consisting of gathering all the sequences possible together, and mixing the suits. By doing this a player can very quickly complete his hand and win, although his score will be low when he does win. However, the one who does "Mah-Jong," no matter how low his score may be, collects that amount, and escapes any exceptionally high scoring hands which the other players may hold. In this case it was North Wind who won out and avoided paying many points to West Wind by doing so.

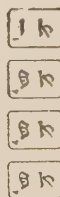
SOUTH WIND—10



WEST WIND—64



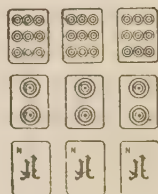
EAST WIND—56



NORTH WIND—416



Drew ♠



GAME 3.

GAME 3.

In this game, North Wind winning, scores 416; West Wind 64; South Wind 10; and East Wind 56. North Wind then takes 832 from East Wind, and 416 from West and South Winds. West Wind collects 54 from South Wind and 16 from East Wind; East Wind then collects 46 doubled or 92 from South Wind.

In this game both North and West Winds played for all circles hands; North Wind foreseeing this early in the game filled in his hand with winds and dragons, in this way winning out over West Wind. East Wind starting with a pair of green dragons kept them until he had all Characters except the pair. Then came the time for him to decide on whether he would discard the pair and try to fill an all Character hand, or use the dragons. He decided on the latter because looking at North Wind's exposed tiles he saw that North Wind was dangerously near to winning. He filled his dragons and attempted to win as quickly as possible, almost succeeding and needing only one tile to complete his hand.







SOUTH WIND—48









































WEST WIND—64




























NORTH WIND—184



EAST WIND—80

Punged

GAME 4.

GAME 4.

North Wind collects 368 points from East and 184 from West and South respectively. Then East Wind collects 16 doubled or 32 from West and 32 doubled or 64 from South. West Wind wins 16 from South who is the loser all around. East Wind's difficulty above was that he decided on an all Bamboo hand at the start of the game without having a sufficient number of pairs in that suit. The result was that by the time that he *drew* the pairs and was ready to pung discards the other players had already discarded the very tiles which he needed in his hand. They were then dead. The result of all this can be seen in his hand above; he has still two pairs and a sequence to fill and the particular tiles needed to do this (the 4, 5 and 8 of Bamboo) have probably all been discarded early in the game by the other players. The point thus illustrated being: It is not advisable to attempt the completing of a suit which all the other players are discarding unless sufficient pairs are held from the start to withstand their attacks.

METHODS OF PLAY

The game has a vast range of scoring possibilities, from 22 points to 380,928. This may be increased to two or three millions of points when the Flowers and Seasons are used. In the case of four players, equally versed in the science of the game and knowledge of its fine points, with equal fortune in the draw, the one that plays for the lowest hand will complete his hand first and win that particular game.

This does not mean that one playing for a lower hand will consistently win from his opponents for a long period of time. On the contrary, the player who plays for the higher scoring hands will eventually win the greater number of points, for it takes a great many games scoring 50 to 150 points to offset a score of 7,000 points, which is a not uncommon hand to be held by a player who consistently plays for the higher hands.

Probably nine times out of ten a player who is playing for a hand of 50 to 100 points in scoring value will complete his hand before the player who is trying for a larger count has done so, but just as probably the latter player will complete his hand on the tenth try and win 3,000 or 4,000 points, which may compensate him three or fourfold for the nine previous games that he has lost. Few players, however, relish losing hand after hand, even though knowing that they will be ahead of the game in the end, and it is customary for the players to agree in advance on the sort of game they will play.

1. Playing with a Limit

This method sets an arbitrary amount—300, 500, 600,

or 1,000 points—as the limit which the player who wins may receive from each opponent—with the exception of East Wind, who, of course, receives or pays double. This method is used by the Chinese when gambling, with a view to limiting their losses. If the game is played for a stake this is the only safe method of play, since all hands scoring more than the limit receive only the limit, and thus the hazard of exorbitantly high scores is eliminated. “Playing with a Limit” is discussed in detail in the latter part of this book.

2. Playing with Cleared Hands

This is practically the opposite of the first method, for here the high-scoring hands are sought and conditions are imposed which make a low score the exception. A cleared hand is one which has been cleared of two minor suits, so that it contains only one minor suit with tiles of the honor suit (Winds and Dragons). At the discretion of the player, this hand may then be cleared further, either by discarding the honor suit, leaving the hand composed of but one suit, or by discarding the minor suit and trying for all Winds and Dragons. This method of play is conducive of high scores and requires but one rule—no player is permitted to Mah-Jong unless his hand is all of one suit with or without honor pieces, or all honor pieces. There are two ways of playing with cleared hands:

(a) The four players choose arbitrarily the suits which they are to attempt to complete, with the assistance of Winds and Dragons, before the wall is broken and the hands drawn. East Wind has first choice, and names his suit; West Wind must take the same suit; South Wind then chooses one of the two other suits, and North Wind takes the remaining suit.

(b) The players privately determine upon their suits after the hands have been drawn or in the early stages of the game. In this case each player selects the suit which best suits in his hand, taking into consideration the probable choice of the other three players as disclosed by their discards. There is no announcement of the player's intentions, which are revealed only by his discards, and he may reverse his decision at any time during the hand and try for a different suit.

3. Playing with Open Hands

This is the method of playing used by more advanced players of the game, though some favor cleared-hand playing. In playing with open hands, no restrictions are placed upon the player, and he may clear or "dog" his hand as he thinks best—play for a small, immediate score or hold off in hopes of a high count. A player must be thoroughly experienced in the game to play this method successfully, for he must be able to read his opponents' hands through their discards in order to know what sort of hands they are trying for and how he ought to play his own hand to win out over them. He must know to a nicety how much to depend upon his draw from the wall, how much to depend upon his opponents' discards, and what the probabilities are that another player will hold the tiles which he may eventually require to complete his hand. All this will come only through a close study of the game and long experience in playing.

All of the points discussed in the following pages are based on the method of open play, which is by far the most fascinating type of the game. It is a simple matter to apply these principles, once they are known, to the two other methods of play.

THE GENERAL PLAY OF THE HAND

It will have been observed by now that the really high scores in the game are made by the doubling honors, and if a player is to come out ahead after an evening's play, his hand must consistently contain doubling honors. Doubling honors are divided into two groups—namely, those *sets* which double the value of a hand such as Dragons and those *combinations* which double the value of a hand such as all of one suit, and all one suit with Winds and Dragons. The former a player cannot set out and play his hand to obtain, as they are chiefly a matter of luck in the draw, which no player can control, and they can be accepted and used only when they are drawn.

The doubling *combinations* present an entirely different problem and any player by the use of good judgment in his selection of suit may quite easily achieve several doubling values and need not depend on the Dragons and his own Wind.

Following this a player will, upon turning up his original hand, arrange it into suits, and selecting his weakest suit (of the three main suits—Bamboos, Circles, Characters) he will proceed to discard one tile of it for every tile he draws of the other two suits and the honor suit. This will usually give him several discards, during which he can watch what the other players are discarding and by inference discover what the strong suit of each may be.

This information will assist him in the selection of the suit which he should elect to play for. For example, if a player has two Honors, four Bamboos, four Characters and

two Circles tiles, his procedure should be to discard the Circles in return for the first two draws which may help his hand—these, of course, will be of the Bamboo, Character, or Honor suits.

While doing this he has an opportunity of studying the other players' discards. He infers that one player is playing for Circles because he discarded Bamboos and Characters; that another player is also playing for Circles for the same reason; and that the third player is playing for Characters, because he already has one set of them exposed, which he completed by "punging" one of the early discards.

Our player may then decide that he will meet with the least opposition in the Bamboo suit, and so he decides between his two strongest suits, Bamboo and Character. The next step in playing his hand, after having decided on Bamboo as his strong suit, is to clear his hand of all other suits except the Honor suit. This he does by discarding one of his Characters every time he draws a Bamboo or Honor tile. By this process he comes to hold a hand consisting only of Bamboo and Honor pieces, the proportions varying according to the draw.

He must now decide whether he will attempt the filling of an all Bamboo hand (which will permit of doubling his score three times) or fill the prospective Honor sets which he has in his hand already, thus completing his hand with a mixture of Bamboo and Honor sets. In this decision he will be influenced by:

1. *The condition of his own hand.*

If his own hand contains two or more pairs, or completed sets, of doubling Honor pieces it is to his advantage to forego a hand of all Bamboo and complete it as it stands filling in the Honor pairs and the Bamboo pairs as well.

If, however, at this stage of the game he has only single Honor pieces or pairs of no doubling honors (Winds of the other players) his best plan is to discard the Honor pieces and attempt to complete a hand of all Bamboo, using sequences whenever possible, unless he is the only player holding Bamboos and has enough pairs in his hand to complete it when the pairs are all filled.

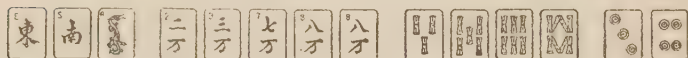
The one exception to this paragraph is the case where the player *on his left* is attempting to fill or complete his hand with the same suit.

2. *The discards of the other players.* This also enters into his decision, for by this time he has been able to determine from the discards what suit each player is filling and consequently who, if anyone, is filling the same suit as himself.

If there is but one player in suit-conflict with him, and that one player sits to his right or opposite him, it is safe for him to proceed according to the plan laid out above under number one. If the player on his left hand, who is called the higher player, is in suit with him, he is in a serious position, for there will be no discarding of Bamboos into his hand to form sequences, the higher player holding all such Bamboos to complete his own hand. In this case he must complete what Bamboo sets he can by punging the Bamboos discarded by the two lower players on his right hand and by his own draw. At the same time he completes what sets he can in the Honor suit, this time making no distinction between doubling and non-doubling Honor sets, because it is now his object to win as quickly as possible and yet hold what doubling Honors he already has (for an all one suit with Honor pieces hand). If he then

sees that he has too many single Honors and single Bamboos to complete his hand without relying on the draw to a great extent, it is better for him to mix his suits and win regardless of how low his score is. This action is warranted because of the disadvantage a player is under when the player on his left has established the same strong suit.

Let us now take a concrete example of a hand to illustrate the principles which have been set forth in the foregoing paragraphs. Let us suppose that our original draw from the wall consisted of the following tiles, fourteen in number, as we are East Wind:



Character is the initial strong suit and one of the Circles would be the logical discard, leaving two suits equally divided, and several separate Honor pieces. Suppose the next draw to be a One of Bamboo. A decision must now be made between the two suits, and to arrive at this decision the other players' hands must be studied from their discards.

We observe that our next lower player (to our right) has discarded two Circle tiles, which reveals nothing. The player across the table has discarded one Character tile and one Bamboo tile, informing us that he is probably going for the Circle suit. The player to our left, who is the most important as far as our hand is concerned, has discarded two tiles of the Bamboo suit. This indicates that he is holding Characters or Circles—probably Characters—as his higher player is playing for Circles, this practically barring him from that suit. This leaves us with the Bamboo suit

to play for with possible interference only from a lower player, which is negligible unless he has an exceptionally complete hand. If this is the case it will soon show in the draw and discard and we may then fill in our hand with Honor sets.

Having decided on the Bamboo suit we discard an Eight of Character, followed with the other Eight in exchange for the next Bamboos drawn, for by discarding the pairs of an opponent suit in the beginning of the game you force him to take recourse in sequences later. Thus the hand goes on, replacing by draw a Character with either a Bamboo or an Honor piece until all Characters are cleared from the hand. Circles, of course, are discarded whenever they are drawn. Our hand at this stage has the following appearance.

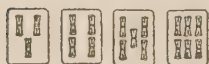


We must now decide whether we are going to complete a hand of all Bamboo or mix Honor tiles with our Bamboo sets. To do this we must take into account the progress of any other player whom we know to be holding the same suit that we are. If he has already punged and exposed one or more sets of our suit we may suppose that he has us blocked, and so give up the attempt to fill an all Bamboo hand and try to complete our East Wind and Red Dragon sets, which together will give us the three doubles which an all of one suit hand would give.

We also take into account the number of our sets, which have already been discarded and are dead, for this may show us that too many have been discarded to leave us any hope of completing an all Bamboo hand.

To continue with the example, suppose we see in the discards the other two East Winds, one Red Dragon, but few Bamboos.

We may then assume that the majority of Bamboos are still in the wall, as no other player appears to be holding the suit. Since two of the East Winds and one of the Red Dragons are "dead" our best play is to discard the Honor pieces and complete a hand of all Bamboo, which should easily be done under the above conditions. The hand may then appear as follows several draws later:



This is an ideal arrangement of tiles to hold, for the hand may now be completed on either end, namely, with either a sequence of 3, 4, 5 and a pair of Sixes, or with a sequence of 4, 5, 6 and a pair of Threes, thus giving two opportunities to complete the hand with one tile.

DIFFERENT TYPES OF ORIGINAL HANDS

Some illustrations of original hands will now be given, and an attempt will be made to show how they are affected by suit opposition, how they are discarded from, and what their relative values are as original hands.



The player has drawn the hand shown in the illustration. He has two suits of equal length—Characters and Circles. He has also two tiles of the Bamboo suit, and can therefore postpone his decision between his two strong suits until he has discarded the two Bamboo tiles and filled their place by drawing from the wall two tiles of Characters, Circles, or Honors. If both of the two tiles thus drawn are Characters, the Character suit becomes his longest suit—or the Circle suit if the two tiles drawn are Circles. The most unfavorable draw which he can make—and which we will assume he does make—is to draw one Character tile and one Circle tile. This leaves his hand still composed of two suits of equal length and approximately of equal value.

In deciding between these two suits, the player will be influenced by the discards of the other three players, for by carefully observing their discards he should be able to ascertain the suit which each player is holding as his strongest suit. He may be forced to withhold his own decision for two or even three draws after he has eliminated his Bamboo tiles. His discards meanwhile will be any Bamboo tiles which he may draw, the odd South Wind already in his hand, and, if necessary, one of the odd unpaired tiles of the

Character or Circle suits. If the player on his left has not disclosed his strong suit by this time, his best play is to choose the suit which he hopes will prove the stronger and discard the other. He does this because in order to postpone the decision he would have to continue discarding Circles or Characters, either of which may eventually become his strong suit. Moreover, since he must eventually discard one of the two suits, the postponement of these discards may give the player on his right time to develop his hand, and if it happens to be of the suit that our player finally decides to discard, the player below him may be in a position to complete his hand with the help of these numerous discards.

The case given above is exceptional, for usually the player will have ample time to form his decision as to the suit the player above him is holding, and it is wise for him in that case to select as his own strong suit one of the two suits which the player on his left is discarding.

For a second example, let us suppose that a player draws from the wall the following hand:



This presents a hand fairly equally divided as to suits, one of which must be immediately discarded, for a player holding a hand of this sort should hold all honor pieces, odd or in pairs, until the hand develops more definitely. The best way to select the suit to discard is to hold in reserve the suit that the player on the left first discards—let us say, for example, Bamboo—then choose the poorer of the two remaining suits to discard. In the majority of cases this will give a player a suit to discard (four tiles in this instance) which he probably will not regret having discarded.

During the discarding of these four tiles there will usually be ample time for one of the remaining suits to form through the draw more desirable pairs and sequences than the other one. Whenever this is not the case a decision must be reached by the same procedure as used in the preceding example.



A player drawing a hand similar to that here shown is warranted in making an immediate decision in favor of Characters as his strong suit, discarding Circle tiles and filling in with Characters and Honors. He has the possibility of securing several doubles—by drawing another Green Dragon, or tile of his own Wind if he is North or South, and by punting a Red Dragon if it should be discarded. In short, he has too many honor pieces to discard with a view to filling an All-Character hand, and he has not enough Honor pieces to warrant discarding the Characters and seeking to fill a hand of all Honors. The hand he should seek to complete, therefore, will be a combination of these two suits, and he should allow no opportunity to pass which will permit him to complete a set in either suit. This is one of the hands which a player will in all probability be able to complete even though the player to his left is developing the same suit. This, of course, is because of the opportunities for filling in the hand with sets of Winds and Dragons. In exceptional cases, when a player completes by draw several pairs of Character, it may be best to discard the Winds and Dragons; but these occasions are few and far between, and are easily recognized when they occur.

THE "ALL-HEADS" HAND

An All-Heads hand is a hand which is composed exclusively of Ones and Nines of any suit and Winds and Dragons. The terminal tiles of a suit—the ones and nines—are called "Heads," and in an All-Heads hand the Winds and Dragons are similarly regarded. The player doubles his total score once for an All-Heads Hand. Since the Heads in a hand of this sort are usually of various suits, there can be no double for all-one-suit-with-honor-pieces, and because it is a difficult hand to complete, it is not usually completed. However, with an unusually good original hand, followed by a fortunate draw from the wall, a hand can be completed which will combine both the double for All Heads and the double for one suit. Such a hand, not quite complete, is here shown.



This hand has a very high scoring value, regardless of who mah-jongs. It has four doubles—as many as an All-Honor hand may contain. Very often a player with a hand of this description will collect large sums from the other two losing players, even though the hand does not mah-jong. Several original hands, as drawn from the wall, are shown below, which contain good material for the building up of All-Heads hands.



POTENTIAL ALL-HEADS HANDS

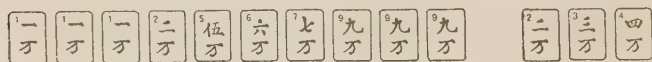
Let us follow the last of these three hands through to its completion. The player holding it is quite justified in determining at the outset to complete an All-Heads hand. Obviously his first two discards will be the four and eight of Character. After this is done he is still in a position to swing to All-Bamboo-with-Honor-Pieces, by simply discarding the two ones of Circle, and this is advisable if he draws several odd Bamboos while discarding Characters. Any Circles other than ones and nines which he draws he should set aside for immediate discard, and if, when these immediate discards have been made, he has filled in several pairs of honor pieces and Bamboos, he may safely discard the two One-Circle tiles and attempt to complete a hand consisting of Winds, Dragons and ones and nines of Bamboo.

If his fortune in the draw should continue and more honor tiles be drawn, it will pay him to discard the ones and nines of Bamboo, leaving in hand only Winds and Dragons, the highest type of hand in scoring value that it is possible to obtain.

HIGH SCORING HANDS

Quite frequently a player encounters a hand which contains sets of high scoring value which will win a great number of points for him without being completed (going mah-jong). That is, the player holding such a high scoring hand will win more from the two opponents that are left to settle after the third has mah-jonged than he will lose to the player who mah-jonged. To this class belong only hands of All-One-Suit, All-Honors, and All-Heads. All other combinations of sets, such as One-Suit-with-Winds or Dragons, do not score high enough to warrant foregoing the hope of mah-jonging and deliberately playing to better the hand on the chance of collecting enough from the other two losers to pay the winner.

A typical example of an All-One-Suit hand which has possibilities of scoring enough to pay the winner and leave a good margin for the holder of such a hand is shown in the following illustration:



The outstanding feature here is the number of ones and nines which are concealed in the hand. These are the sets which form the basis on which high scores are worked up by doubles, for in the hand shown the three ones score eight points, the three nines score eight more, making a total of sixteen points. The sixteen points, when doubled three times for All-One-Suit, amount to one hundred and twenty-eight, and if the player is East Wind, winning double, he

will collect from three hundred to four hundred points from the two losing opponents, depending on the value of their individual hands, which must be deducted. In this example it is assumed that one of the opponents has completed his hand and mah-jonged. If no opponent has yet completed his hand there is still opportunity for improvement in the hand shown in the illustration. The total score of one hundred and twenty-eight points will be raised in value to three hundred and twenty points, if the player draws either a one or a nine of Character; one hundred and ninety-two points if he pungs either a one or nine of Character; two hundred and fifty-six points if he pungs both a one and a nine of Character; five hundred and twelve points if he draws both a one and a nine of Character. Assuming that he draws both, he will collect between eighteen hundred and two thousand points without completing his hand, and he will probably not have to pay the winner more than five hundred or six hundred points. The profit in this "losing" procedure is obvious.

A player completing an All-Head hand, provided the one and nines are all of one suit, or an All-Honor hand, will score in the same manner three or fourfold as many points as are given in the examples above. For example, study the hand here shown:



The three Red Dragons score eight points; the three East Winds score eight points; the three ones of Circle score eight points, making a total of twenty-four. If the player is East Wind, this twenty-four points is doubled four times, making a total of three hundred and eighty-four points, from which,

after one player has mah-jonged, he will subtract the scores of the two losing opponents and collect double the difference from each of the two, netting him approximately 1,500 points in all. There is the same opportunity, if instead the game continues further, for vastly increasing these scores, as shown in the previous example—that is, by drawing another Red Dragon and punging another East Wind the player would receive 3,500 to 4,000 points from the two other losing players.

A player should learn to sense the concealed danger of such a hand when held by an opponent, taking warning from his punged and exposed sets. If the opponent's exposed sets indicate a high-scoring hand, and if his own hand is far from complete he should make haste to dog it and try to mah-jong, regardless of how low his score may be. This is done, not through fear that the player exposing such a hand will complete it, but because of the possibility that one of the other players will mah-jong, whereupon our original player will be forced to pay the winner and then turn about and settle also with the holder of the high-scoring hand. How high these hands may run has been demonstrated in the examples laid out.

Only rarely does a player draw an original hand from the wall which he can immediately decide to shape into any of the hands which have been described. These hands usually take form, as the play goes on, in the course of the drawing and discarding, but they are usually the result of what the player originally intended would be an All-One-Suit, All-Heads, or Wind and Dragon hand.

SUIT CONFLICT

Since there are four players and only three minor suits—Characters, Circles, and Bamboos, it follows that there will be a conflict of suits, two players attempting to build up hands with tiles of the same suit. Seven distinct situations thus arise at the table:

1. No suit opposition.
2. Opposition from the lower hand.
3. Opposition from the opposite hand.
4. Opposition from the higher hand.
5. Opposition from both the lower and opposite hands.
6. Opposition from both the higher and opposite hands.
7. Opposition from both the upper and lower hands.

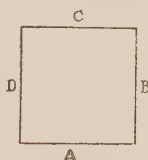


Diagram 1.

The first of these situations—in which the Player A has no one in competition for his suit—presents an ideal condition, provided A has a sufficient number of tiles already in his hand to withstand the “attack” of the other players upon his suit; i. e., the other three players will be consistently discarding tiles of A’s suit, and if he has not already in his hand sufficient pairs and potential sequences so that he can pung and chow these discards, so many of the tiles of his suit will be “buried” in the discard by his opponents that as a result his hand will be seriously crippled and possibly can never mah-jong.

It is when there is no suit conflict that a player may most often decide, after the first few discards, to try and

fill an All-One-Suit hand, for he has no opposition from any of the other players, and he may count on all the tiles in his suit being either drawn by himself or discarded by the various opponents. Therefore, it is wise policy for him to discard all his Winds and Dragons early in the game, and possibly thus spoil, in a measure, some of his opponents opportunities in these particular Honor sets. This should not be done, however, until he sees his way clear to complete an All-One-Suit hand. An average hand on the original drawing containing two pairs and two odd tiles of a suit would warrant the above decision.

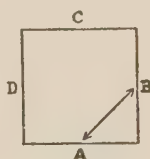


Diagram 2.

This represents the best combination possible for Player A, if he has one of his opponents in suit opposition, for his opponent (B) is *below* him in the order of play and can complete sets or sequences in that suit only by drawing and punging. For A is not likely to discard into B's hand any tiles of their common suit, and B, therefore, will never have any opportunity to chow. This places B in an unfortunate position, and unless he has an unusually large number of pairs already in hand and complete sets of three of a kind, or three in sequence, it is better for him to change to another suit. A, though not as fortunate as when he has no competition in his suit, has yet a fair chance of completing his hand wholly in that suit, for he can chow tiles from D. Therefore, as in the case of no suit conflict, if A has a number of odd honor pieces in his hand it would be good

policy for him to discard them early in the game, provided he has a minimum of one pair and five odd tiles, or two pairs and two or three odd tiles in his own suit.

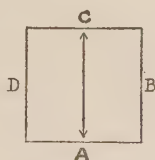


Diagram 3.

This is the type of suit-conflict which most frequently occurs in ordinary playing; and if A has less than one pair and three or four odd tiles in his suit it would be better for him to change to the suit of B, his lower player, unless his hand is exceptionally weak in that suit. But if his hand in C's suit is better than the one described above his best play is to stay in that suit, holding all Winds and Dragons until his hand develops further, and chowing all tiles he can from D (unless he has enough pairs and odd tiles to warrant completing his hand without sequences, which is doubtful at all times), and letting future developments decide whether he will complete his hand with all one suit or will include sets of Winds and Dragons.

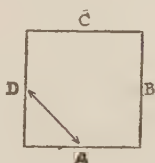


Diagram 4.

Player A, in the above diagram, is placed in the same position as B in diagram 2, and the same remarks apply to A in this case which were there made regarding Player B.

That is, if A has any other suit in his hand which is as good, or almost as good, it is better for him to play for it, for he will have no opportunity to chow tiles from D. If A, however, holds two pairs and several odd tiles of D's suit, along with odd Winds or Dragons, he has a good opportunity of completing a One-Suit hand with Winds and Dragons in spite of the opposition above him. It is also possible for him to complete a One-Suit hand without Honor Pieces in spite of the above opposition if he holds an exceptionally good combination of tiles in that suit from the start. In estimating a good hand under these conditions pairs are of far more value than odd tiles, because B and C will discard the tiles which match these pairs, if they draw them, and A will be able to pung these discards and complete his sets of three of a kind. He may also count on his own draw from the wall to match the odd tiles, so that other pairs are formed with which to pung the discards from B and C or to fill out sequences in his own hand.

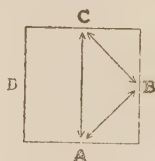


Diagram 5.

In this type of suit conflict A is in a much better position than either B or C, for he will be able to chow D's discards. It is a rare exception, however, for a player to complete his hand when two of the opponents are in suit conflict with him, and it would be very unwise for any of the three players in such suit conflict to discard Winds and Dragons, for each one of the three will need them to

complete his individual hand. Note here that it would be a wise play for D to discard his Winds and Dragons at the beginning of the game, for he should have little trouble in completing his own hand, while the early discarding of honor pieces will hamper later his three opponents who are in suit conflict.

B and C are the players in this situation who would most naturally change their suit, and if B changes he should be especially careful, in discarding his tiles, not to discard into C's hand if C has demonstrated the strength of his hand in that suit by punging or chowing two or three tiles in that suit beforehand. If A should decide to change his suit, through unusual development of some other suit in the draw, he should likewise be very careful in this respect, for he is not likely to have inducement to change until a late stage in the game, and the hands below him will be correspondingly more fully developed.

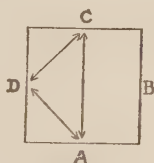


Diagram 6.

A, in this situation, is in a worse position than in diagram 4, for now he has not only the higher player in suit conflict, but also the opposite player. It should be remembered, when three players enter into suit conflict, that there are but thirty-six tiles of that suit, and it is impossible for each of three players to complete a hand of fourteen tiles of this suit. While it is not impossible for one player to complete a hand of fourteen tiles under these conditions, yet A is under

a very great handicap when compared, for instance, with B, who not only has no opposition in the suit, but also has all his opponents in competition with each other. This fourth player, B in this case, must be carefully watched, and the three players in suit conflict had better mah-jong, if the opportunity presents, with a hand mixed with honor pieces, rather than foolishly attempt to complete a hand of all one suit.

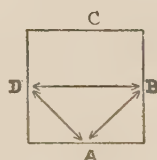


Diagram 7.

Here A is between two fires, namely B and D. A close inspection of the discards early in the game will help to avoid situations of this sort. A cannot change his suit without affording B several chances to chow the discards of his original suit. This would be a particularly dangerous procedure if B is East Wind. In that case A must continue to hold his original suit and hope for a draw.

THE PLAY OF WINDS AND DRAGONS

In the play of a Pung-Chow hand, perhaps the most intricate point is the proper handling of Winds and Dragons, with a view to securing the utmost value to the completed hand. Beginners usually hold indiscriminately all Winds and Dragons which they may draw, and are reluctant to discard them, whereas one of the secrets of successful play lies in the judicious discarding of such honor pieces and the right "timing" of such discards.

A hand consisting of a single suit, cleared of all other tiles, will double its value three times. Such a hand, as a rule, is easier to secure than a hand containing two sets of Dragons along with a single suit, which has the equivalent doubling value. If at the beginning of the hand one suit is so strong numerically, with one or more pairs ready to be completed by pungs, it is advisable to go for the three doubles. This necessitates the discarding of all Winds and Dragons. The earlier that this is done the less likelihood that these Winds and Dragons will be punged and scored by an opponent. If, however, a player finds himself in competition with another player for the same suit, especially if the opposing player is on his immediate left, it may be necessary to fill in the One-Suit hand with one or more sets of Winds and Dragons. Therefore, it is not wise to discard Winds or Dragons indiscriminately at the very outset of the game before the player is certain of what competition in his own suit he will have to encounter.

A set of Winds other than the player's own have no doubling value, and a One-Suit hand containing such a set of Winds is reduced in doubling value from three doubles

to one. It is obviously a great loss to the score, therefore, to complete an All-One-Suit hand with such a set of Winds unless it is absolutely necessary—that is, if the wall is nearly all drawn, or if some opponent is on the point of going game.

A One-Suit hand, with a set of three Dragons, instead of doubling three times will only double twice. If the player decides to hold a set of Dragons, or a pair of Dragons, hoping to pung a third, the One-Suit hand has already forfeited its three-doubling possibility, and therefore other odd Winds and Dragons or pairs of the same may be held without detriment, but with possible profit to the hand. If a second set of Dragons, or the player's own Wind, can be punged and added to a One-Suit hand already containing one set of Dragons, the hand will then have the three-doubling value which it would have had if completed without Winds or Dragons whatsoever.

A situation frequently develops toward the latter part of the game in which a player holds an almost completed hand in one suit with a pair of Winds or Dragons. While this pair of honor pieces may make it easier for the player to mah-jong, it has no doubling value, but, on the contrary, reduces the doubling value of the hand by its presence. If the wall is not too far drawn, it is good policy to discard such a pair of Winds or Dragons in the hope of replacing them by tiles of the suit being played for. If the player is successful in doing this and mah-jongs, his hand will double its value three times, instead of once if the Dragons are held in the hand, which means a score *four times larger*. Even if the pair of Dragons are held in the hope of punging a third, and this is accomplished and the player mah-jongs, his hand, with two doubles, has approximately only half the value of the hand if completed without Winds and Dragons in it. It is considerations of this sort that the beginner is apt to over-

look. A score doubled twice is only half as large as the same score doubled three times. Generally speaking, it is not the intrinsic *number of points* in the hand, but the *number of doubles* in it which makes for large scores.

If the game is far advanced, however, and the opponents' hands require probably only one or two tiles to mah-jong, it is risky to discard an odd Dragon, or one of a pair of Dragons, when the others of the set are not already in the discard. These tiles are very likely to be in the hand of an opponent who is waiting to pung and mah-jong. The player is faced by the problem either of holding these odd honor pieces, which prevent his mah-jonging himself, or of discarding them at the risk of completing an opponent's hand. This dilemma so frequently develops toward the end of a hand that it is well to anticipate and avoid it by discarding odd Winds or Dragons early in the game, taking the chance that the hand can be completed without the assistance of Wind or Dragon sets.

The Dragons and the player's own Wind, having a doubling value, are to be distinguished from the Winds of the other players. These latter can be more freely discarded in the early part of the game since, if held, they can at best only complete the player's own hand without contributing any doubling value to it.

If, at the beginning of the game, the various suits in hand are found to be so evenly balanced numerically that the player cannot determine which one to select—especially so long as he remains in the dark as to what suits the opponents are going to select—it may be well to discard an opponent's Wind, or even a Dragon, rather than to discard from one of the minor suits which may develop strength in the course of the next draw or two from the wall. The player marks time, so to speak, until his own draws from the wall and

the discards of his opponents dictate which suit he can most advantageously play for.

When the player is East Wind it is advantageous early in the game to discard the opponents' Winds, thus making it difficult or impossible for the opponents to complete sets of them later, since these Winds have a doubling value in the opponent's hand, for which East Wind will have to settle double if he loses. The same may be said of the Dragons. If various Dragons are discarded early when there is little chance of their being punged and held against East Wind by the opponents East Wind will profit thereby. On the other hand, it must be remembered that if these odd Dragons are not discarded, but are held by East Wind, and a second is drawn to match it, and then a third is drawn or punged, the doubling values thus accruing to East Wind's hand (which will itself win or lose double) are of great importance. What East Wind may lose by holding odd Dragons and later being compelled to discard them to his opponents' pungs is counter-balanced by the chance that he may be able to pung and complete these Dragon sets himself. The player's temperament, as well as judgment, is here a deciding factor—whether he will strive to restrain his opponents from large scores at the cost of scoring only moderately himself, or whether he will seek to score heavily himself at the risk of his opponents doing so if he fails.

EAST WIND

The extra double in East Wind's hand places him at a great advantage over the other players, if properly used. East Wind's hand need be but little more than half as high in scoring value as that of any other player to win an equal number of points. This is due, of course, to the extra double, and this double should be constantly borne in mind by East Wind throughout the playing of the hand.

To give a concrete example, let us suppose that some player other than East Wind holds a hand such as this:



This hand will score 320 points, winning an aggregate of 1280 points from the other three players (one of whom is East Wind).

Now, let us assume that East Wind holds the following tiles:



This hand is far inferior to the preceding one scoring only 160 points, yet because East Wind collects double, East Wind will receive for this hand 960 points from the other three players.

In short, East Wind may receive as many points from a poor hand as some other Wind would receive from a much better hand, and, as has been mentioned before, the smaller the hand that one plays for, the more quickly it will be com-

pleted. East Wind's advantage over his opponents, in short, is that he may play for a lower scoring hand than any other player and yet receive, due to his double, as many or more points than his opponents do for their better hands; and in playing for a smaller hand he should be able to complete it before any of his three opponents complete theirs.

Moreover, East Wind is constrained to play for the smaller and easier hand because North, South and West Winds usually concert to prevent East Wind from winning. This is evidenced in the play throughout the game, for East Wind's opponents will discard his Wind at the beginning of the game whenever possible; they will speedily discard as many tiles of his suit as possible in the early part of the game; and they will refrain from discarding the remaining tiles of his suit in the final stage of the game. The player to the left of East Wind should at all times play for the same suit as East Wind, if he has a choice of suits—that is, if he has two suits of equal length at the beginning of a game and East Wind indicates that he (East) will play for one of those suits. North Wind should then decide to play for this suit which East has chosen. North does this because, first, this suit is probably as good a suit to play for as the other one of equal length which he now begins to discard with safety; secondly, opposition is at a minimum, being confined to the hand of the player *below* him; thirdly, East Wind is placed at a disadvantage, as has been explained in the chapter on suit-conflict.

East Wind will do wisely in holding throughout the game any pairs of Dragons which he may draw with his original hand, even though he has a strong suit in his hand in the beginning. This is best because at the beginning of the game he does not know how strong the opposition may be against him in this suit, and, if the occasion should arise, he

must be prepared to sacrifice four doubles (for completing an All-One-Suit hand) in favor of three doubles, (which he would receive if he adds a third to his pair of Dragons) and going mah-jong with a One-Suit-Hand-with-Honor-Pieces.

If East Wind has a suit strong enough from the outset to warrant playing for an All-One-Suit hand he should not hesitate to complete sequences whenever possible, for it is difficult for East Wind to complete an All-One-Suit hand, with all the opponents playing directly against him, and the time lost in eliminating sequences is usually ample enough to allow one of his opponents to mah-jong first.

PLAYING FOR A DRAW

Occasionally a player will run into a "streak of bad luck," and will not be able to draw tiles which he needs in order to be in a position to pung or chow his opponents' discards. In every such case his only chance is to attempt to draw the game. This is done by holding those tiles which he believes his opponents require to complete their hands. What these tiles are, is a matter of conjecture during the middle stages of the game. But as the game draws to an end it will become more apparent what particular tiles are needed by the opponents to complete their hand, for these can be inferred to a large degree by a careful study of the sets that the opponents have already exposed and by the ensuing discards. For example, if a player who is attempting to draw the game holds a single White Dragon, and there is but one in the discard, it is fairly safe to assume that one of his opponents is holding the remaining pair. He should under no circumstances discard the one which he holds. As the wall draws to an end he will be able by a close study of the discards to determine what sequence or set his opponents still have hopes of completing, and by holding such of these desired tiles when he draws them himself, meanwhile discarding freely from his own suit, he will prevent his opponents from completing their hands.

What has been said above applies to a player who is trying to draw the game because of a poor arrangement of tiles in his own hand. There is a point in every game, however, in which this procedure is followed by all the players, and that point is near the end of the wall, when all the hands are presumably within one tile of completion, or earlier in the

game in the case of a single hand which has matured more rapidly than the others. Even players who have good opportunity for completing their own hands should be careful of their discards as the wall draws to an end, and even before that point is reached if one of the players seems likely to complete his hand and win, i. e., if he has exposed three or four sets while the other players have but one or two exposed. Let us take an example of this:

The player has exposed on the table three white Dragons and three Ones of Bamboo; in his hand he holds two West Winds, and the following Bamboo tiles—3, 4, 5, 9, 9.

The player holding a hand such as here shown draws a Green Dragon, and glancing over the discard and exposed sets of the opponents he finds that no Green Dragons have been punged or discarded. If he holds the Green Dragon he must break one of his pairs and thus spoil his hand, which is within one tile of completion. If two of his opponents appear to be within one tile of completing their hands, and if the wall has but twelve or fewer tiles in it, and if he does not see much opportunity to complete his own hand (because of suit conflict, or because the tiles he needs are already in the discard) it will be best for him to break one of these pairs and spoil his hand rather than take the chance of the Green Dragon completing one of his opponents' hands.

ILLUSTRATIVE GAMES

Several complete games, taken from actual play, are here presented. They show the original four hands, the draw and discard of each hand in turn, with comments upon the more important plays.

In the first column the tiles are numbered consecutively as drawn from the wall. The player drawing the tile is indicated by one of the wind letters E. S. W. or N. in the second column. The third column indicates the suit and denomination of the tile drawn, and the final column the tile discarded.

Bamboos, Circles, and Characters are abbreviated to "Bam," "Cir," and "Char," respectively.

GAME ONE

The original hands are held by the players as follows:

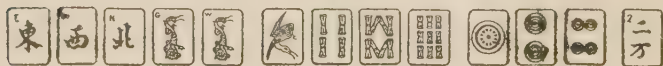
East Wind



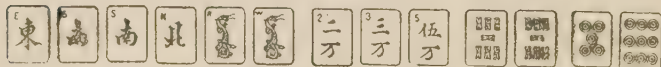
South Wind



West Wind



North Wind



1.	Player E	Tile Drawn 8-Char	Tile Discarded 8-Char
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Characters is East Wind's weakest suit, which he proceeds to discard at once.

2.	S	9-Bam	1-Char
----	---	-------	--------

The 9-Bamboo makes South's Bamboo suit stronger than his Character suit. Therefore, in discarding his weakest suit, he discards the 1-Character.

3.	W	3-Cir	2-Char
----	---	-------	--------

This play is obvious.

4.	N	6-Cir	7-Bam
----	---	-------	-------

North Wind's hand contains a good percentage of Honor pieces, and he tentatively plans to try for this suit.

5.	E	2-Cir	4-Char
----	---	-------	--------

East continues to discard his Character suit.

6.	S	7-Char	7-Char
----	---	--------	--------

South Wind continues to do likewise.

7.	W	4-Cir	9-Bam
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West Wind has made his decision in favor of the Circle suit, because the player above him has not indicated any suit, and Circles are now stronger than Bamboos in his own hand.

8.	N	East Wind	7-Bam
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North Wind now has an exceptionally strong suit of Honor pieces for so early in the game.

9.	E	6-Char	6-Char
10.	S	6-Char	6-Char
11.	W	1-Char	1-Char
12.	N	3-Bam	3-Bam
13.	E	Green Dragon	2-Char
14.	S	3-Char	3-Char

South Wind appears to have been unfortunate in his decision between Characters and Bamboos, for up to the present time he has drawn three Characters and only one Bamboo. This, of course, could not have been foreseen.

15.	W	7-Char	7-Char
16.	N	5-Cir	5-Cir

This play is unusual but correct under the circumstances, for North Wind has sufficient Winds and Dragons in his hand to warrant an attempt to complete this suit. In order to do this and yet postpone the discovery of his object, he keeps the tiles of his weaker suit and discards the tiles of his stronger suit. This will lead his opponents to believe that he is playing for a suit which he really is weak in, and they will not find out their mistake until a late stage in the game, when he is at last forced to discard this suit, holding no other tiles than Winds and Dragons.

17.	E	3-Char	3-Char
18.	S	South Wind	6-Char

South Wind must continue discarding Character, for too many have been discarded to allow him to change to this suit.

19.	W	5-Bam	5-Bam
20.	N	6-Bam	6-Bam
21.	E	West Wind	West Wind

East Wind is wise in discarding this Honor tile in the hope of getting it out on the table before any of his opponents, especially West Wind, holds a pair of them, placing whosoever it may be in a position to pung East Wind's discard. His own hand is well enough set up to advise this discard. Otherwise, it would be better to hold it, along with all other Winds and Dragons drawn, until his hand is cleared of one of his two minor suits.

22.	S	3-Char	3-Char
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South continues to be unusually unfortunate in the draw.

23.	W	9-Char	9-Char
24.	N	8-Char	5-Cir
25.	E	1-Bam	8-Cir

East Wind is influenced in making his decision in favor of Bamboos, by the following facts: His Bamboo and Circle suits are approximately equal. The discards here show that West Wind is playing for Circles, North Wind for Characters, and both will consequently discard all Bamboos into his hand. South Wind has not as yet indicated his strong suit, but even should he choose Bamboo as his suit East Wind will have the advantage over him, because East Wind is the higher hand in the order of play.

26.	S	2-Bam	6-Char
27.	W	7-Cir	8-Bam
28.	N	1-Bam	1-Bam
29.	E	Red Dragon	8-Cir

This demonstrates the advisability of East Wind's holding Honor tiles, at least until his suit is clear.

30.	S	South Wind	9-Bam
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South Wind has decided in favor of Circles, because he does not believe that he would be able to work out his Bamboo Suit with East Wind playing for the same suit directly above him. Also, another important consideration is that retaining Bamboo would necessitate the discarding of five different Circle tiles into West Wind's hand. These would go far toward

completing the Circle hand of West Wind. His own hand is in such poor condition that it is advisable for him to save all honor pieces which he may draw.

31.	W	9-Char	9-Char
32.	N	2-Char	9-Cir
33.	E	8-Char	8-Char
34.	S	West Wind	4-Bam
35.	W	3-Bam	3-Bam
36.	N	2-Bam	2-Bam
37.	E	3-Bam	7-Cir
38.	S	"Chow"	7-Bam
39.	W	8-Bam	8-Bam
40.	N	9-Cir	9-Cir
41.	E	Green Dragon	6-Cir
42.	S	4-Bam	2-Bam

South keeps the 4-Bamboo in preference to the 2-Bamboo, because it forms a potential sequence, which he may need to use in order to complete his hand quickly in case any other player should suddenly indicate an almost completed hand.

43.	W	5-Char	5-Char
44.	N	6-Cir	6-Cir
45.	E	2-Cir	2-Cir
46.	S	"Chow"	5-Bam
47.	W	9-Char	9-Char
48.	N	3-Cir	3-Cir
49.	E	6-Bam	2-Cir

East Wind's hand is now cleared.

50.	S	8-Char	8-Char
51.	W	5-Bam	5-Bam
52.	N	2-Cir	2-Cir
53.	E	3-Cir	3-Cir
54.	S	5-Cir	4-Bam
55.	W	7-Char	7-Char
56.	N	4-Char	6-Cir
57.	E	East Wind	White Dragon

This play is known to the Chinese as "fishing". East discards the White Dragon in the hope that one of his opponents will be able to pung it and then be forced to discard a Red or Green Dragon, which East in turn can pung. Very often this happens, for the player who pungs the White Dragon finds his hand so complete that he must discard an odd Dragon which he is holding.

58.	S	5-Cir	White Dragon
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South Wind foresees that in all probability he will be forced to discard the White Dragon at some stage of the game, and by discarding it immediately, after East Wind's discard, it is discarded safely, whereas if he holds it for one or two more rounds of the draw, one of his opponents may have drawn to an odd one, completing a pair in his hand, thus enabling him to pung South Wind's White Dragon.

59.	W	8-Cir	4-Bam
60.	N	North Wind	8-Char

North Wind is careful here, in discarding a Character, to choose one which will not interfere with his sequences and pairs in that suit, which he now foresees that he may need to complete his hand, not being able to draw enough Winds and Dragons to form an All-Honor hand.

61.	E	6-Cir	6-Cir
62.	S	9-Char	9-Char
63.	W	West Wind	1-Bam
64.	N	8-Bam	8-Bam
65.	E	North Wind	North Wind

Both South and West Winds lose their turn, because of North Wind's pung.

66.	N	"Pung"	White Dragon
67.	E	7-Char	7-Char
68.	S	4-Cir	West Wind
69.	W	"Pung"	North Wind

This is a safe discard, as there are already three North Wind tiles exposed.

70.	N	7-Cir	7-Cir
71.	E	7-Bam	East Wind

South and West Winds again lose their turns through North Wind's pung.

72.	N	"Pung"	Red Dragon
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North Wind's hand is too nearly complete, and his opponents' hands apparently too incomplete, to warrant his holding up the Red Dragon.

73.	E	"Pung"	4-Bam
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By discarding this tile East requires only one tile to win.

74.	S	3-Bam	3-Bam
75.	W	1-Bam	White Dragon

West Wind holds the Bamboo tile just drawn, as he foresees little opportunity to complete his own hand on account of opposition from his higher hand, South Wind. For this reason he plays a safe discard, and from now on plays to draw the game.

76.	N	1-Char	1-Char
77.	E	9-Bam	9-Bam

East Wind will gain little by holding the 9-Bamboo and discarding the 7, for the two remaining 9-Bamboos are already in the discard. It is an even chance that the one remaining 8-Bamboo will be drawn and discarded before the one remaining 6-Bamboo.

78.

S

8-Bam

8-Bam

South Wind discarded this tile which permits East Wind to Mah-Jong, because he had no reason to suspect that he would complete East Wind's hand. Moreover his own hand was too nearly completed to warrant playing for a draw.

79.

E

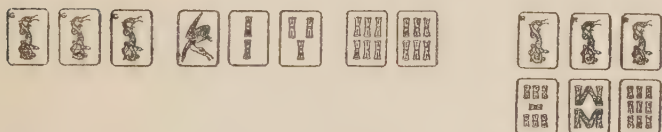
"Chow"

Mah-Jong

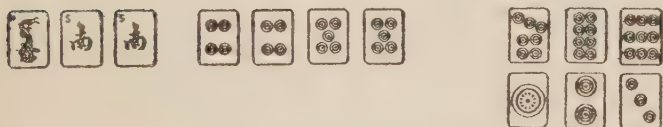
East Wind's score is 272 points, and he collects double this amount, 544 points, from each player, making a total of 1,632 points.

The four hands at the conclusion of the game are as follows:

East Wind



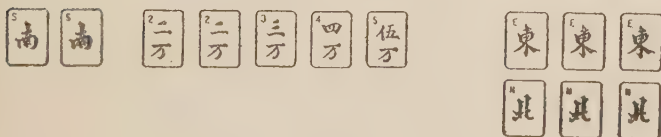
South Wind



West Wind



North Wind



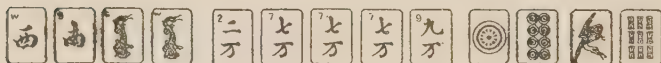
GAME TWO

The four original hands are held by the players as follows:

East Wind



South Wind



West Wind



North Wind



	Player	Tile Drawn	Tile Discarded
1.	E	5-Cir	5-Cir

East Wind's hand is fairly well built up in Characters. He holds his Bamboos, however, for his first three or four draws may consist entirely of Bamboos, which would make this suit superior to the Characters. Since Circles is his weakest suit, his best play is to leave his Bamboo and Character suits intact until he has discarded all Circles from his hand.

2.	S	4-Char	9-Bam
----	---	--------	-------

South Wind also is fairly certain of eventually establishing Characters as his strong suit. This leaves him a discard to make from one of his two weaker suits. These two suits being equal, he discards the Bamboo so as to be able to swing to the Circle suit, if necessary, without encountering opposition from East in that suit (as evidenced by East's first discard).

3.	W	9-Cir	8-Bam
4.	N	7-Char	4-Bam
5.	E	4-Cir	9-Cir
6.	S	South Wind	1-Bam
7.	W	North Wind	North Wind

West Wind delays here in deciding as to his suit, because the hand over him, South Wind, has not disclosed whether Circles or Characters is to be his suit.

8.	N	1-Bam	1-Bam
9.	E	9-Cir	9-Cir
10.	S	7-Bam	7-Bam
11.	W	Red Dragon	South Wind
12.	S	"Pung"	1-Cir
13.	W	5-Char	9-Char

North and East lose their turns, because of South Wind's "Pung."

West Wind now decides to establish Circles as his suit, even though the last tile drawn has materially strengthened his Character suit. He does this because South, above him, has shown by his last discard that Characters is his suit, and it would probably be fatal to West Wind's hand to enter into conflict with South Wind in a suit as weak as his suit in Characters is. He discards the 9 because, having made his decision in favor of Circles, and having five Characters to dispose of, he can do considerable damage to the hand of those opponents who are playing for Characters by discarding his own carefully—i. e., discarding at an early stage in the game any pairs which he may draw or hold.

14.	N	3-Bam	3-Bam
15.	E	9-Bam	4-Cir
16.	S	8-Char	8-Cir
17.	W	1-Bam	9-Char

West Wind has now made certain that no opponent playing for Characters will complete a set of nines.

18.	N	1-Bam	1-Bam
19.	E	2-Bam	4-Cir
20.	S	6-Cir	6-Cir
21.	W	"Pung"	1-Char
22.	N	North Wind	3-Bam
23.	E	7-Cir	7-Cir
24.	S	4-Bam	4-Bam
25.	W	2-Cir	6-Char
26.	N	3-Char	7-Cir

North Wind has reached the point where he is forced to make a decision between Circles and Characters. He chooses the latter because (1) the player on his left is playing for Circles, putting him in an unfavorable position if he were to play for this suit; (2) the player across the table from him has shown by his discards that Characters is his strong suit; North Wind, having no suit without opposition, chooses the one in which the opposition will hamper him least.

27.

E

6-Bam

1-Char

East Wind's hand is now stronger in Bamboos than in Characters, because of his last draw. East Wind's best play, despite this draw, however, is to establish Bamboos as his suit, for it would be foolish for him to attempt an all-Character hand with both upper and lower hands in suit conflict with him and with practically no Winds or Dragons with which to fill in his hand. East Wind must now discard all of his characters, and with two hands playing for this suit, it is best to discard all six immediately—i. e., hold whatever tiles are drawn during the next six turns and discard a Character each time. After this is done, if he has succeeded in discarding the majority of them without their being punged by either North or South Wind, he will have damaged their hands considerably by having eliminated from the play two pairs and two odd tiles of their suit. If, on the other hand, they pung or chow the majority of his Character discards, it is unfortunate but cannot be helped, for they would be able to profit as much, and probably more, if East Wind defers these discards until a later stage of the game.

28.

S

4-Char

West Wind

29.

W

White Dragon

5-Char

30.

N

"Chow" (5-6-7)

1-Cir

North Wind chows this tile because of the weakness of his own hand, the obvious strength of the hand holding the same suit across the table, and because East Wind is beginning to discard Characters, which he will not be able to pung because of the lack of pairs in his own hand, and which he cannot chow because of his position at the table. He discards the 1-Circle first in preference to the 2, 3, or 5, because it is best to discard the more valuable One before an opponent draws a pair of them and is able to pung.

31.

E

9-Char

1-Char

East is particular to follow up his previous discard instead of simply "throwing" in any tiles that he may draw. This discard renders valueless any other 1-Character which his opponents may hold, except for filling in a sequence.

32.

S

Red Dragon

Red Dragon

South has more chances of filling in his Characters than of filling in with Dragons. Having one of each of the three different Dragons, it is immaterial which he discards.

33.

W

3-Char

3-Char

34.

N

1-Cir

1-Cir

35.

E

9-Bam

3-Char

36.

S

White Dragon

Green Dragon

South Wind does not chow the 3-Character discarded by East because of the early stage of the game. He prefers to take his chances on the draw from the wall, knowing that he

still has two opportunities of either drawing or chowing a 3-Character. This policy is immediately rewarded by his draw of the White Dragon, completing a pair.

37.	W	Green Dragon	1-Bam
38.	N	8-Char	5-Cir
39.	E	7-Bam	3-Char
40.	S	5-Cir	5-Cir

South continues to follow the policy which he adopted in his previous draw, and allows another 3 of Characters to go by without chowing. He also does this because he can now visualize his hand in its complete form—i. e., he knows just what tiles he will need to complete his hand and can begin to calculate just what chances he has of obtaining them, shifting the combinations in his hand accordingly.

41.	W	5-Char	5-Char
42.	N	3-Cir	3-Cir

North does not chow the 5-Character because he will have to break up the arrangement of his Character suit in order to do so. If he chowed the 5-Character, it would give him one more set toward the completion of his hand, but would leave him a 1, 5, and 8-Character in his hand, and it would require several miraculous draws on his part to get his hand into a position where he would be able to chow or pung any other characters. His hand, as it stands, requires but a 2-Character and a 3 or 6-Character to furnish him two more sets, and yet leave him an 8-Character. The points here is that it is better to have material enough to form two or three sets in the hand to work with than to have two sets on the table and be forced to rely upon the draw for certain tiles which are required before a player is in a position even to chow discards.

43.	E	6-Bam	9-Char
44.	S	East Wind	East Wind

South Wind would gain nothing by chowing East Wind's 9-Character, for it would only complete a set which he has already complete in his hand, and he would still be forced to discard a Character. It is far better for him to see what the draw has in store for him.

45.	W	7-Cir	Red Dragon
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West Wind discards the Red Dragon in preference to the White Dragon, because he is more certain that it will not be punged by an opponent, a Red Dragon having been discarded a few tiles previously.

46.	N	6-Cir	6-Cir
47.	E	2-Char	2-Char
48.	S	3-Cir	3-Cir
49.	W	5-Cir	White Dragon

It is better for West not to chow South Wind's discard in

the hope of completing a set of three 2-Circles and a sequence of 4-5-6-Circles. He is warranted in expecting this, because he has no opposition in his suit and few tiles of his suit have been discarded. He discards the White Dragon in preference to his own Wind, or to drawing to the White Dragon. Players discard their opponents' Winds more freely than Dragons, because a set of Winds double only for one player while a set of Dragons double for any player holding them. He is also justified in discarding such an important tile, which he knows will be punged, because of the length of wall yet undrawn, and as very few sets have been exposed by his opponents he has no reason to think that the hand of any one of them is nearing completion.

50.	S	"Pung"	2-Char
51.	W	4-Bam	4-Bam
52.	N	3-Bam	3-Bam
53.	E	7-Bam	5-Char
54.	S	West Wind	West Wind
55.	W	White Dragon	White Dragon
56.	N	6-Char	3-Cir
57.	E	8-Char	8-Char
58.	S	8-Cir	8-Cir
59.	W	5-Bam	5-Bam
60.	N	North Wind	2-Cir
61.	E	2-Bam	6-Char
62.	S	9-Bam	9-Bam

East Wind pungs this discard, causing both West and North Winds to lose their turn.

63.	E	"Pung"	East Wind
64.	S	West Wind	West Wind
65.	W	4-Bam	4-Bam
66.	N	9-Cir	9-Cir
67.	E	Red Dragon	Red Dragon

This discard is fairly safe, as two Red Dragons have already been discarded.

68.	S	7-Cir	7-Cir
69.	W	"Chow"	West Wind

West chows this tile because it is getting toward the end of the game and he has a useless tile in his hand—a West Wind, three of which have already been discarded.

70.	N	2-Bam	2-Bam
71.	E	"Kong"	1-Cir

The 1-Circle which East Wind here discards he obtains from the loose-tile draw which his filling four of a kind entitles him to.

72.

S

6-Bam

6-Bam

South Wind hesitates to discard this tile, for he knows that it may complete East Wind's hand. His own hand, however, is so nearly complete, requiring but one tile, that he takes the chance of completing East Wind's hand in preference to spoiling his own. East Wind, of course, kongs this tile, causing West and North Winds to lose their turns again.

73.

E

"Kong"

5-Bam

East Wind, upon making his loose-tile draw for filling four of a kind, draws an 8-Bamboo. This gives him two pairs and he discards the 5-Bamboo.

74.

S

2-Char

2-Char

75.

W

8-Cir

8-Cir

76.

N

7-Bam

Red Dragon

North Wind knows that the 7-Bamboo may quite possibly complete East Wind's hand, for there is only one 7-Bamboo in the discard. His own hand is very low in scoring value. Therefore, he refuses to take the chance of discarding the 7-Bamboo and decides to try to draw the game. The Red Dragon he knows to be a safe discard, because three of them have already been discarded.

77.

E

Green Dragon

Green Dragon

78.

W

"Pung"

7-Cir

Because of this pung, South Wind loses his turn. East Wind discards the Green Dragon because it will spoil his score to hold it. He therefore takes the chance of completing some one's hand by discarding it, knowing that if some other player does win, his own hand is sufficiently high in scoring value to win back whatever he may lose and more.

79.

N

East Wind

North Wind

North Wind, taking no chance however small, holds the East Wind and discards one of his own, knowing this to be safe since he holds three of them in his own hand.

80.

E

3-Cir

3-Cir

81.

W

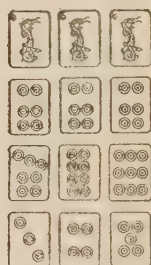
"Chow"

Mah Jong

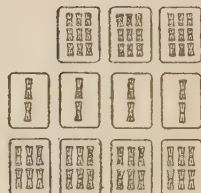
This completes West Wind's hand, with a score of 104. He collects this amount from North and from South Wind; and double this amount, 208, from East Wind. The three other players score as follows: East 160; South 96, North 2. East Wind will receive from South Wind 128 points, and from North Wind 316, or a total of 444 points received as against 208 paid out. South Wind then recovers a part of his losses from North Wind in receiving from him the difference of their scores, 94 points.

The four hands at the conclusion of the game are as follows:

West Wind



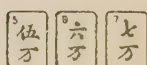
East Wind



South Wind



North Wind



GAME THREE

The four original hands are held by the players as follows:

East Wind



South Wind



West Wind



North Wind



1.	Player	Tile Drawn	Tile Discarded
1.	E	2-Bam	2-Bam

East reserves his decision until his hand is cleared of Bamboos.

2.	S	6-Bam	6-Char
----	---	-------	--------

South is fairly certain of establishing Bamboos as his suit, but holds his Circles until his hand is cleared of his weak suit, Characters.

3.	W	3-Bam	5-Clr
----	---	-------	-------

West passes the opportunity to chow South's discard, even though he is certain to establish Characters as his suit, because it is wiser at the very outset of a game to take chances on the draw in the hope of improving the hand.

4.	N	South Wind	5-Bam
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North has enough Honor pieces to combine with his two pairs of nines and to play for an All-Heads hand.

5.	E	1-Char	6-Bam
----	---	--------	-------

East does not know as yet whether North, his higher player,

is establishing Characters as his strong suit. East has, however, enough Characters with doubling Honor pieces (Dragons and his own Wind) to warrant his playing for Characters even under strong opposition from the higher hand. He therefore establishes Characters as his suit and plans to discard his Circles.

6.	S	North Wind	4-Char
----	---	------------	--------

South holds all Honor pieces he draws, for his hand has not reached the point where he can decide that he will not need them for the completion of his hand.

7.	W	1-Cir	1-Cir
8.	N	5-Char	5-Char
9.	E	7-Cir	7-Cir

East is now assured as to his suit, after noting North's last discard.

10.	S	3-Bam	6-Cir
-----	---	-------	-------

(Note that South Wind, in discarding a suit, begins with the pair, as did East in discarding before him. This is a good method to follow in all discarding when one has selected a suit to discard which contains one or more pairs, for it hampers the hand of any opponent who may try to establish that particular suit.

11.	W	7-Bam	6-Cir
12.	N	4-Char	4-Char
13.	E	White Dragon	7-Cir

East is careful to follow up his previous discard before discarding any of his odd Circle tiles.

14.	S	8-Char	8-Char
15.	W	9-Bam	3-Bam

West decides in favor of Characters, because the suit is far stronger than his Bamboo suit, and also because his higher player, South, has established Bamboos.

16.	N	Red Dragon	2-Cir
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Following his plan to play for an All-Heads hand, North begins discarding his odd Circle tiles. An observant opponent will know this by having noted that North has discarded tiles of all three minor suits.

17.	E	4-Cir	4-Cir
18.	S	4-Char	4-Char
19.	W	"Chow"	3-Bam

South Wind has noted that East Wind is in suit conflict with him and therefore chows.

20.	N	3-Char	3-Char
21.	E	2-Cir	4-Cir

East Wind has broken another of the Circle sets.

22.	S	8-Bam	6-Cir
23.	W	1-Cir	1-Cir
24.	N	3-Char	3-Char
25.	E	2-Char	1-Cir
26.	S	8-Bam	2-Cir
27.	W	2-Char	7-Bam
28.	N	7-Char	7-Char

West pungs this tile, causing East and South Winds to lose their turn.

29.	W	"Pung"	7-Bam
30.	N	White Dragon	3-Cir
31.	E	4-Bam	4-Bam
32.	S	North Wind	3-Cir
33.	W	West Wind	9-Bam

North refrains from punging this tile.

34.	N	8-Bam	8-Bam
35.	E	5-Bam	5-Bam
36.	S	Red Dragon	North Wind

At such an early stage in the game South Wind's hand is unusually well filled with his suit. For this reason, he prefers to take a chance on the draw rather than chow East Wind's 5-Bamboo. For the same reason he breaks his set of North Winds, after securing a pair of Red Dragons. Even though he has now a pair of North Winds, and a pair of Red Dragons, he plays to discard them in the hope of completing an all-Bamboo hand, for this will score many more points than would be possible by filling in the Red Dragon and North Wind sets, the pairs of which he holds only for use in case of emergency, i. e., if he discovers that one of his opponents is on the point of winning.

37.	W	6-Char	Green Dragon
38.	N	South Wind	7-Cir

North Wind completes a set of four South Winds and draws an East Wind from the loose tiles, after exposing his set of four of a kind, with the end tiles turned down, on the table. After discarding the 7-Circles his hand is now All-Heads, but he hopes to improve it still further.

39.	E	5-Char	8-Cir
40.	S	8-Cir	8-Cir
41.	W	Green Dragon	Green Dragon

It is now apparent that it would have been better for West Wind to have held the Green Dragon that he previously discarded, and to have discarded the West Wind in its place, for he would now be holding a pair of Green Dragons for use in an emergency, whereas he now has only a West Wind tile, which is of no value to his hand. This was unforeseen, however, and is a mischance which occurs frequently in the game.

42.	N	East Wind	9-Cir
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Because of his fortunate draw of Honor pieces, North has decided to obtain a double for all-one-suit with Honor Pieces, as well as a double for All-Heads. His choice of discard, however, is open to criticism, for he would have no competition in the Circle suit, whereas a 9-Bamboo is already buried in the discard.

43.	E	3-Cir	3-Cir
44.	S	6-Char	6-Char
45.	W	5-Cir	5-Cir
46.	N	5-Bam	5-Bam
47.	E	9-Cir	9-Cir
48.	S	4-Cir	4-Cir
49.	W	9-Cir	9-Cir
50.	N	9-Char	9-Char
51.	W	"Kong"	8-Cir

West Wind discards the 8-Circle which he drew from the loose tiles.

52.	N	West Wind	9-Cir
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North will now double once for All-Bamboo-with-Honor pieces, and also once for All-Heads.

53.	E	5-Cir	5-Cir
54.	S	8-Bam	North Wind
55.	W	3-Cir	3-Cir
56.	N	White Dragon	9-Bam

If North can rid his hand of Bamboos, he will obtain three doubles for all-one-suit (Honor suit) in place of the two doubles which he now holds for All-Heads and all-one-suit with Honor pieces. This is the best procedure because his hand now contains three pairs of Honor pieces; he has only one Bamboo to discard, and the wall is quite long as yet.

57.	E	4-Cir	4-Cir
58.	S	4-Bam	North Wind
59.	W	6-Bam	6-Bam

South Wind's pung causes North and East Winds to lose their turn.

60.	S	"Pung"	Red Dragon
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South is aware that one of his opponents is likely to pung the Red Dragon, but none of them, with the exception of West Wind, have enough sets exposed to lead him to believe that it will complete their hands even if they do pung it, and he knows from West Wind's exposed sets that West Wind's best play, if he is in a position to pung the Red Dragon, is to allow

it to go by and play for all Characters, because he has such an excellent Character hand already exposed.

61.	W	1-Char	West Wind
62.	N	"Pung"	9-Bam
63.	E	2-Bam	2-Cir

East Wind plainly perceives that without unusual good fortune in the draw he will not be able to complete his hand, and plays accordingly trying to draw the game by holding those tiles which he believes would assist his opponents' hands.

64.	S	7-Bam	Red Dragon
65.	W	5-Char	8-Char

West discards the 8-Character rather than break either of his two potential sequences.

66.	N	3-Bam	3-Bam
67.	E	1-Cir	1-Cir
68.	S	2-Bam	7-Bam

South Wind now needs only a 1 or 4-Bamboo to complete his hand.

69.	W	West Wind	West Wind
70.	N	White Dragon	North Wind

North Wind discards this tile because the North Wind set is "dead", three of them having already been discarded. This discard by North Wind of an Honor piece is a warning to his opponents that his hand now contains all Winds and Dragons. In a case of this kind, it is wise for each opponent of North Wind to hold all Honor pieces he may draw, unless his own hand is within one tile of being complete. But if this is the case, and the player has a fairly high scoring hand, it would be better to discard an Honor piece if drawn, and take a chance on completing North Wind's hand rather than spoil his own hand. Each of North Wind's opponents should make certain before spoiling his own hand that neither of the other two opponents of North Wind has developed his hand to such a point where he may be able to complete it by "dogging" it or otherwise, and thus escape settling with North Wind.

71.	E	7-Bam	1-Char
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East discards the 1-Character because he believes it to be the safest discard of all the tiles in his hand. There is a chance that it may complete West Wind's hand, but this is not likely.

72.	S	8-Cir	8-Cir
73.	W	6-Cir	6-Cir
74.	N	7-Cir	7-Cir
75.	E	5-Bam	1-Char
76.	S	9-Bam	9-Bam

This tile is of no value to South Wind. He needs a 1- or a 4-Bamboo to complete his hand.

77.	W	5-Cir	5-Cir
78.	N	2-Cir	2-Cir
79.	E	8-Char	8-Char
80.	S	East Wind	East Wind

North Wind's pung causes West Wind to lose his turn.

81.	N	"Pung"	Red Dragon
82.	E	3-Char	3-Char
83.	S	6-Char	6-Char
84.	W	Green Dragon	1-Char

It is apparent to West Wind that he has very little chance of completing his hand, with only five tiles left in the wall, East Wind holding a great many tiles in his suit, and requiring two tiles to complete his own hand. Under such conditions, there would be no excuse for his discarding the Green Dragon and taking the chance of completing North Wind's hand, which it would actually do.

85.	N	2-Bam	2-Bam
86.	E	4-Bam	1-Char
87.	S	8-Char	8-Char
88.	W	1-Bam	6-Char

West Wind, having decided to attempt to draw the game by preventing North Wind from completing his hand, is taking no chances in allowing South Wind to complete his. For this reason, he holds the 1-Bamboo and discards the 6-Character, three of which have already been discarded.

This game is a typical example of how an All-Honor-suit hand is formed from an All-Heads hand. It illustrates the different stages of such development, and how players holding poor hands attempt to draw the game when confronted with an All-Honor hand, and to what limit a player holding a good hand may go in his discarding without danger of completing the same All-Honor hand.

PLAYING WITH A LIMIT

Pung-Chow, as it has been described in the foregoing pages, represents the game as it is played with unlimited hands, that is, where no limits are set to the number of points permissible in the score of a hand. It is impractical, however, to play with unlimited hands in a game where a stake has been set due to the inconsistencies of the winning hand scores; one *may* win with a hand of 200,000 points, whereas the ordinary or average winning hand numbers approximately only 500 to 1,000.

On this account the Chinese use a lower scoring system and set limits to the hands whenever placing stakes on the game, with a view to limiting losses between all players.

This setting of a limit changes the game considerably, for while the procedure of the play is similar to that of the unlimited hand, the scoring is almost totally different and the actual playing of the hand is changed.

A player in a limited hand gains nothing by completing a hand scoring high in the thousands when held down to the limit which is comparatively low. This changes entirely the playing of hands, making each player's object no longer to score as high a hand as possible and win, but to score as closely to the limit as possible and win, which in practice amounts to completing the hand as quickly as possible, mixing sequences and sets of all suits and taking all good scoring sets as they come, planning for none.

It can be seen that there is a larger element of fortune or "luck" in this method of playing than there is in playing the unlimited hand, though in either case the best player will win consistently.

PROCEDURE OF PLAY



Indicators

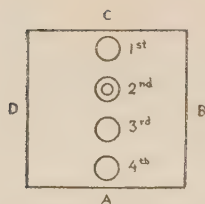
Wind Box

In playing this sort of a game the wind indicators in their container, the Cheung Huen or wind box, are always used, and their use changes the method of commencing the game.

To start the game when using the wind markers the seats are chosen at random and any one of the four players throws the two dice once, the result of this throw deciding which player is to throw again for playing position. The counting of players is done in a counter clock-wise direction as previously explained.

The player thus designated will shuffle the wind indicators thoroughly face downward and places any one of them still face downward on top of wind box. He then arranges the whole lot in a perpendicular straight line in front of them all face downward, placing the box with the wind indicator still on top of it in any order he pleases.

He then throws the two dice and the number thrown will decide which player is to pick up the first indicator (see accompanying illustration) counting in the usual manner in counter clock-wise direction, starting with himself as 1. The player indicated will pick up the first indicator, the player on his right the second indicator, the player opposite the third, and the player to his left the last.



In this illustration, C first threw the dice; the number was seven, designating A as the player to throw again for playing position or seat. A has shuffled the markers and arranged them perpendicularly in front of him, placing the wind box in second position. He had the privilege of placing it in 1st, 3rd or 4th position if he had chosen. He then throws with the dice, an 8; this designates D as the player to take the first indicator; A the second (also the wind box), B the third, and C the fourth.

The wind box goes to the player picking up the indicator on top of it who then places it in front of him to mark the seat of East Wind. The players then look at their indicators; the one drawing the East Wind indicator becomes East Wind, and occupies the seat marked by the wind box. The remaining three players seat themselves about the table according to their draw or wind marker, i. e., draw of West Wind indicator opposite to East, North Wind to the left and South Wind to the right of East.

East Wind now takes charge of the wind box and the four indicators which are placed in the wind box face up with East Wind on top. The East Wind player retains the box until he loses a hand. When this occurs the box goes to the right to the player who was South, but now becomes East Wind. The East Wind indicator, however, still remaining on top as this designates that the East Wind round is being played. The East Wind round is over as soon as the fourth player to be East Wind in turn loses. He is the one to take charge of the East Wind indicator and

placing the South Wind indicator on top to indicate the South Wind round, hands the box to the original East Wind who now becomes the first East Wind of the South Wind round. Four rounds make up a set. In every case the new wind-round must commence with the original East Wind player, and the box is for the purpose of indicating which round of the wind is being played and who is the East Wind in that particular hand.

It should be decided before starting how many sets are to be played. Chinese players generally play from 4 to 8 sets in an evening.

DETAILS OF THE PLAY

The seats having been chosen and winds positioned, the procedure of play continues exactly as has been described before. The wall is broken and the tiles drawn in the same manner, "Chowing," "Punging" and filling four of a kind are processes gone about in the same manner as they are in the other type of game.

Mah-Jong also is attained in the same way, i. e., completing four sets and a pair.

Almost the entire difference in the two ways of playing the game is found in the scoring.

In the scoring many new combinations have been added, scoring values have been changed, and special bonuses, limit hands and new doubling honors have been introduced which must now be taken, one at a time, and explained in detail. The most important change is that *the last 14 tiles in the wall are never drawn* and the game ends and is a draw if it reaches this point without conclusion.

Loose tiles may be drawn of course during the play, but even a loose tile cannot be drawn if there are only 14 tiles left in the wall including the loose tiles. These last 14 tiles are usually separated a little from the rest of the wall to indicate the end.

The Limit Hand

To keep the hands down to a reasonable amount when players are playing for stakes, a limit, usually 300 points in games giving a bonus of 10 points for Mah-Jong—and 400

in games giving a bonus of 20 points for Mah-Jong, is agreed upon. East Wind of course is liable for double the limit and at the same time may win as high as double the limit from each player. Non-winners in settling their scores settle the difference in the score up to the limit if neither is East Wind, and up to double the limit if either is East Wind.

The limit is of course entirely optional, and may be set by the players at the beginning of the play. A limit of 600 points between players seems the most popular at present in America.

Washing the Tiles

A "Head" is a one, nine, wind or a dragon, and a hand containing 9 or more different "Heads" on the original hand drawn from the wall entitles the player to "Wash Tiles." He calls out "no play" and exposes his hand, collecting from each player according to the following table:

9 Heads.....	50 points
10 Heads.....	70 points
11 Heads.....	100 points
12 Heads.....	150 points
13 Heads.....	200 points

When washing the tiles takes place, the tiles must be reshuffled and the wall built over. East Wind retains the "Cheung" (wind box) and not collecting double when he "washes tiles" does not have to pay any of the other players double when they "wash tiles." It must be remembered that in order to wash the tiles the heads must be different, that the hand must be the original 13 tiles (14 in case of East Wind) and no drawing is permitted

LIMIT HANDS

A player holding a winning hand of any one of the following combinations receives from each of the players the full amount agreed upon.



1. A winning hand of single heads no two alike with a pair of heads different from the rest representing the final pair. This hand is known as "The Thirteen Extraordinaries."



2. A winning hand containing *sets* of *heads* only with a pair of *heads* as the final pair.



3. A winning hand of four different sets of winds and any kind of a final pair. In China this hand is called the Four Happinesses, and superstition has it that one holding this hand has much good fortune coming to him having the four happinesses at his door.



4. The winning hand of 3 different sets of winds with a pair of the other winds as the final pair.



5. A winning hand made up entirely of sets of four of a kind with any pair as the final pair.
6. East Wind winning on original draw from the wall with any completed hand. This hand has precedence over washing tiles. The Chinese consider this hand as a forecast of misfortunes to come and call it "The Celestial Smile" or "The Heavenly Joy."
7. Any winning hand which is completed by the first discard in any game. This hand is called in China "The Earthly Joy" and is compared with number six, "The Heavenly Joy." The distinction is so pronounced because the latter being limited to East Wind will collect twice as many points as the former.



8. A winning hand containing the 3 sets of dragons; red, green and white. In China these are known as the 3 Doctors of Literature. The inference of course being that many tiles must be turned away before these three sets can be made up just as many students in China are turned away by competitive examinations before the three best scholars are chosen to pursue their studies at the Royal Court with the title of Doctors of Literature.



9. A winning hand composed of any four sets and any pair which has been made up entirely by *draw* (i.e., without any "chowing" or "punging"). A hand of this sort in China is known as "The Hidden Treasure."

SCORING VALUES FOR LIMIT HANDS

Winning Hand

Mah-Jong 10 points
 No other score in hand or on table than Mah-Jong.. 10 points

	On Table	In Hand
Three of a kind of 2 to 8	2	6
Three of a kind of heads	4	10
Four of a kind 2 to 8	8	16
Four of a kind of heads	16	32
Pair of 2 to 8 punged to complete hand ..	2	..
Pair of 2 to 8 drawn to complete hand....	..	4
Pair of heads punged to complete hand ..	4	..
Pair of heads drawn to complete hand....	..	6
Pair of the player's own wind punged by him in his own wind round to complete hand	6	..
Pair of the player's own wind drawn by him in his own wind round to complete hand	0	8
Filling a sequence in the middle or the only open end to complete hand.....	2	4
Filling a sequence with both ends open by draw to complete hand.....	..	2

Other Hands

Three of a kind of 2 to 8.....	2	4
Three of a kind of heads.....	4	8
Four of a kind 2 to 8.....	8	16
Four of a kind of heads.....	16	32
One pair of any dragon.....	..	2
One pair of own wind	2
One pair of wind of the round.....	..	2
One pair of player's own wind in the wind of his own wind round	4

EXPLANATION OF SCORING VALUES

1. Pair of 2-8 punged to complete hand. A player must have four sets and a pair to win. The above scoring value is given if the pair is from 2 to 8 and if he pungs one of them to win.
2. Pair of 2-8 drawn to complete hand. This score is given as above when the player's extra pair is from 2-8, but he must match the pair by draw.
3. Pair of heads punged to complete hand. This four points is given when player pungs to match his final pair.
4. Pair of heads drawn to complete hand. This six points is given when player draws and matches his final pair.
5. Pair of player's own wind punged by him in his own wind round to complete his hand. This six points is given to a player who pungs to match this final pair when his final pair is his own wind and it is his own wind round.
6. Pair of the player's own wind in his own wind round drawn by him to complete his hand. This is similar to the one above except that the player draws the tile instead of punging it, thereby getting 8 points instead of 6 points.
7. Filling a sequence in the middle or on the only open end to complete hand. An example would be chowing a 6 of Character, when holding a 5 and 7 of Character, or holding the 1 and 2, and chowing the 3 (only open end).

8. Filling a sequence with both ends open, by draw to complete hand. An example would be, having a 7 and 8 of Character and drawing a 6 or a 9. In both this and the above case when the sequence is filled by draw it must immediately be set out face up on the table to the right of player, with the tile drawn on top of the other two.

DOUBLING HONOR SCORES

1. A set of a player's own wind doubles his total score once.
2. A set of a player's own wind in his own wind round doubles his total score twice.
3. A set of red dragons doubles the total score once.
4. A set of green dragons doubles the total score once.
5. A set of white dragons doubles the total score once.
- *6. A hand of all one suit except winds or dragons doubles the total score once.
- *7. A winning hand having no sequences in it doubles the total score once.
- *8. A winning hand entirely of one suit, doubles the total score three times.
- *9. A hand completed by the last tile, which may be drawn from the wall (the fifteenth tile from the end of the wall), doubles the score once.
- *10. A hand completed by a "loose tile" draw doubles the score once.

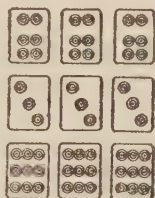
- *11. A hand completed with the fourth tile of an exposed set of three of a kind doubles the score once. For example, a player has three Six of Circles exposed and "Pungs" or draws the fourth Six of Circles. If it will fit into a sequence and complete his hand, he may double his score.

*Count for winning hand only.

PENALTIES

1. In the event of a player announcing Mah-Jong when his hand is not complete, the player making the error must pay to each of the other players half of the limit,—East Wind receiving full limit or paying full limit as the case may be.
2. A player at any time holding an incorrect number of tiles must continue playing his hand with the incorrect number of tiles, but cannot complete his hand and win. If he has not enough tiles he may count what score he has if some other player goes Mah-Jong. If he has too many tiles he forfeits even this right.
3. The one discarding a tile that permits another player to win must bear the entire losses of all other players if the player winning had any of the following four combinations of tiles exposed at the time of discarding, *unless the discarder himself had two complete doubling honors and was waiting for the winning tile or was waiting for the winning tile which would give him more than two doubling honors.*
 - a. When nine tiles or more of the same suit are exposed and the discarded tile gives a winning hand of entirely one suit. (Example 1.)

- b. When nine heads or more are exposed and the discarded tile gives a winning hand of entirely heads. (Example 2.)
- c. When two sets of dragons are exposed and the discard of the other kind of dragon completes a third set of dragons in a winning hand. (Example 3.)
- d. When three different sets of winds are exposed and the discard of the other wind gives a winning hand. (Example 4.)



Example 1. Any player discarding a One or a Four of Circles would complete this hand. Unless he had two or more complete doubling honors and was waiting for the winning tile, he must pay the winner for all.



Example 2. Any player discarding a red dragon will permit this player to win and will be penalized for his recklessness by having to pay all scores, unless his own hand fulfills the requirements set out in Example No. 1.



Example 3. A player discarding a white dragon is liable to the penalty above mentioned, unless his own hand fulfills the requirements given above in No. 1. Anyone may discard a One of Circles which, though permitting the player with the above hand to win, would not penalize the discarder.



Example 4. A player discarding an East Wind would allow this player to win and would be penalized unless excepted as in the other examples. Here as in Ex. 3, a discard to the other pair, i. e., a three of bamboo, would not be penalized.

NOTE. (a) If a player has no choice in his discard; that is if he discard the winning Circles to an all Circles hand when he has only Circles to discard, he is not penalized.

(b) When a penalty is imposed, all scores except that of the winning hand are canceled.

EXAMPLES OF WINNING HANDS

No. 1

Drew



Player is East Wind in South Wind round.

Mah-Jong	10
Three 8 character (concealed)	6
Three 3 bamboo (concealed)	6
Three Heads (1 circle) (concealed)	10
Three 5 character (exposed)	2
Pair of Heads drawn (1 character)	6

	40	Total Score
For no sequences double once	80	Final Score

No. 2

Punged



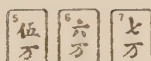
Player is North Wind in North Wind round.

Mah-Jong	10
Three of Heads (9 character) (concealed)	10
Three of Heads (North Wind) (concealed)	10
Three of 3 Bamboo (concealed)	6
Three of Heads (Red Dragon) (exposed)	4

	40
For three red dragons double once	80
	160
For three of own wind in own wind round double twice	320
For no sequence double once	640

Player would collect 1280 from East Wind and 640 from other two winds. If his score 640 were over the limit he would collect double the limit from East and only the limit from South and West respectively.

No. 3



Player is North Wind in East Wind round.

Punged ♠

Mah-Jong	10
Three Heads (red dragon) (exposed)	4
Three 7 character (exposed)	2

16

For three red dragons double once..... 32

Player collects 64 from East Wind; 32 from South and West.

No. 4

Drew ♠



Player is East Wind in East Wind Round.

Mah-Jong	10
Three of Heads (red dragons) (exposed)	4
Three of Heads (green dragons) (concealed)	10
Three of Heads (nine bamboo) (concealed)	10
Three of 5 bamboo (concealed)	6
Completing pair of player's own wind in his own wind round by draw..	8

48 Total Score

For no sequences double once..... 96

For three red dragons double once.. 192

For three green dragons double once 384 Final Score

No. 5



Winning hand of "Single Heads." One of the "Limit" Hands, player collecting double the limit from East and only the limit from the others.

No. 6



Winning hand containing sets of heads only; this is a "Limit Hand," winner collecting double the limit from East and only the limit from the other two players.

No. 7



Winning hand containing all three sets of dragons and any other set and pair. This is a "Limit Hand," winner collecting double from East and the limit from the other two players. In all limit hands, East Wind, if winner, collects double limit from all players.

♠ Drew

No. 8



Player is South Wind in South Wind Round.



Mah-Jong	10
Three Heads (white dragons) (concealed)	10
Three 4 circles (exposed)	2
Three Heads (9 circles) (exposed)	4
Filling sequence in middle by draw to win	4
Pair of own wind in own wind round	4

34 Total Score

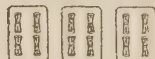
For three white dragons double once 68

For all one suit except winds and dragons double once 136 Final Score

Player collects 272 from East, 136 from North and West.

♠ Drew

No. 9



Player is East Wind in South Wind round.

Mah-Jong	10
Three 4 bamboo (exposed)	2
Three 6 bamboo (exposed)	2
Pair of Heads, completed by draw ..	6

20 Total Score

40

80

For all one suit double three times 160 Final Score

TWO AND THREE-HANDED GAMES

Three or even two may play Pung Chow, though the game is essentially a four-handed affair. It is played by three people in exactly the same way that it is played by four, each player building up his own side of the wall and then combining to build the fourth side.

This fourth side is regarded as the dummy wall. In the building and breaking down of the wall, East Wind acts for the dummy, throwing the dice for it whenever indicated. The three players then draw their original hand and ignore the dummy the rest of the game, playing in regular routine and omitting the dummy's turn of play.

When two play alone, each builds two sides of the wall and arrange the usual wall. Then they throw the dice. East Wind throwing for either of the two dummies, both draw their original hands and draw and discard alternately until one wins.

Of course when two or three play there is less opposition or conflict and far greater possibilities in the draw than in the four-handed game. On this account, higher scores are the rule rather than the exception, making a more exciting and entertaining game but hardly one upon which stakes could be safely set.

SLANG TERMS

Familiarity with the game and constant playing of it inevitably brings out slang phrases in calling the discard. Some of those that are prevalent among the foreign residents of Shanghai and other treaty ports of China, and more recently in the Coast cities of our own country, are given here.

"Characters" was quickly corrupted to "Crackers" by the Americans in Shanghai, and this was just as quickly changed to "Biscuits" by their British confreres.

"Bamboos" is shortened to "Bams," and is also called "Sticks",—a Nine of Bamboo becoming "Nine Sticks", an Eight—"Eight Sticks", and so on. The One of Bamboo is irreverently named "Rubber Duck", a term due probably to the length of neck and general shape of the bird on most of the Chinese tiles. The Eight of the same suit is not inappropriately known as "Garden Gate".

The Circle suit is known as the "Cylinder", "Tung", "Dot", or "Button" suit, and the tiles are called "Six Buttons", "Three Dots", etc. The One of Circles has become "Soup Plate" or "One Dish". The Two of Circles is "Snake's Eyes" in American parlance.

The Honor suit has evoked a multitude of nicknames for its various tiles. The Dragons are either "Snakes", "Beasts", or "Dogs", and are called "Green Snake", "White Dog", "Red Beast", etc. The White Dragon, which in the Chinese sets is a blank ivory tile without any marking whatsoever, is referred to as "Soap" and hence, by a very natural sequence of ideas, as "Saturday Night". The Green Dragon is also called "Spinach".

The pronunciation of "Wind" in announcing the discard of North, South, West and East Wind tiles, has become the poetical "Wynd". The Flowers and Seasons are generally known as the "Pretties".

The occasional use of these and similar terms adds to the humor of the game, but they become tiresome, if overindulged in by facetious players.

TABLE OF DOUBLING VALUES

Doubles	1	2	3	4	5	6	7
2	4	8	16	32	64	128	256
4	8	16	32	64	128	256	512
6	12	24	48	96	192	384	768
8	16	32	64	128	256	512	1024
10	20	40	80	160	320	640	1280
12	24	48	96	192	384	768	1536
14	28	56	112	224	448	896	1792
16	32	64	128	256	512	1024	2048
18	36	72	144	288	576	1152	2304
20	40	80	160	320	640	1280	2560
22	44	88	176	352	704	1408	2816
24	48	96	192	384	768	1536	3072
26	52	104	208	416	832	1664	3328
28	56	112	224	448	896	1792	3584
30	60	120	240	480	960	1920	3840
32	64	128	256	512	1024	2048	4096
34	68	136	272	544	1088	2176	4352
36	72	144	288	576	1152	2304	4608
38	76	152	304	608	1216	2432	4864
40	80	160	320	640	1280	2560	5120
42	84	168	336	672	1344	2688	5376
44	88	176	352	704	1408	2816	5632
46	92	184	368	736	1472	2944	5888
48	96	192	384	768	1536	3072	6144
50	100	200	400	800	1600	3200	6400
52	104	208	416	832	1664	3328	6656
54	108	216	432	864	1728	3456	6912
56	112	224	448	896	1792	3584	7168
58	116	232	464	928	1856	3712	7424
60	120	240	480	960	1920	3840	7680
62	124	248	496	992	1984	3968	7936
64	128	256	512	1024	2048	4096	8192
66	132	264	528	1056	2112	4224	8448
68	136	272	544	1088	2176	4352	8704
70	140	280	560	1120	2240	4480	8960
72	144	288	576	1152	2304	4608	9216
74	148	296	592	1184	2368	4736	9472
76	152	304	608	1216	2432	4864	9728
78	156	312	624	1248	2496	4992	9984
80	160	320	640	1280	2560	5120	10240
82	164	328	656	1312	2624	5248	10496
84	168	336	672	1344	2688	5376	10752
86	172	344	688	1376	2752	5504	11008
88	176	352	704	1408	2816	5632	11264
90	180	360	720	1440	2880	5760	11520
92	184	368	736	1472	2944	5888	11776
94	188	376	752	1504	3008	6016	12032
96	192	384	768	1536	3072	6144	12288
98	196	392	784	1568	3136	6272	12544
100	200	400	800	1600	3200	6400	12800
102	204	408	816	1632	3264	6528	13056
104	208	416	832	1664	3328	6656	13312
106	212	424	848	1696	3392	6784	13568
108	216	432	864	1728	3456	6912	13824
110	220	440	880	1760	3520	7040	14080
112	224	448	896	1792	3584	7168	14336
114	228	456	912	1824	3648	7296	14592
116	232	464	928	1856	3712	7424	14848
118	236	472	944	1888	3776	7552	15104
120	240	480	960	1920	3840	7680	15360

